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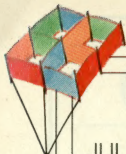
and swirl-port combustion chambers. A precise 5-speed gearbox is standard. For even more power, a 3.0 liter V-6 with multi-port fuel injection (requires optional automatic transmission) is available. And Grand Am prices start at just \$7995.† Grand Am LE, as shown with optional equipment, \$9158.†

The new Grand Am. Only from Pontiac!

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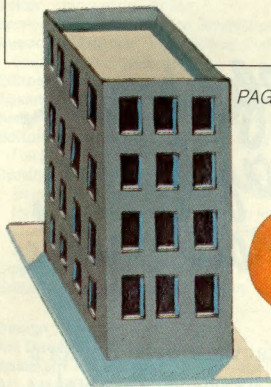
LET'S GET IT TOGETHER  BUCKLE UP



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Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk ★★★

Mixed Bag ★★

Cover Photograph John Oldenkamp/Cynthia Sabransky

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Foster Parents Plan, Inc.
157 Plan Way, Warwick, RI 02887

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☐ Bolivia ☐ El Salvador ☐ India ☐ The Philippines
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☐ Miss ☐ Ms.

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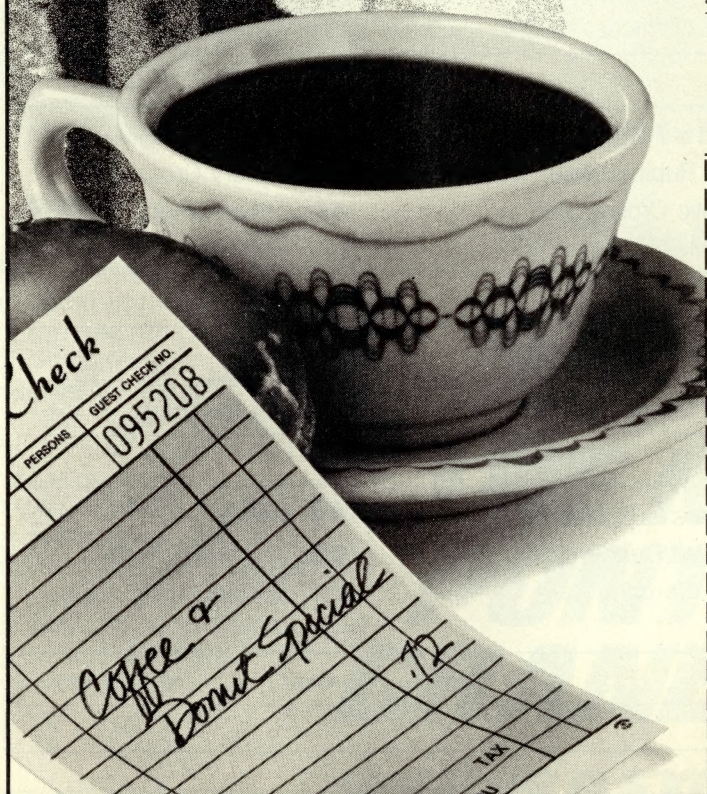
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Insert: Vantage pages 56-57

YOUR MOVE

Edited by Burt Hochberg

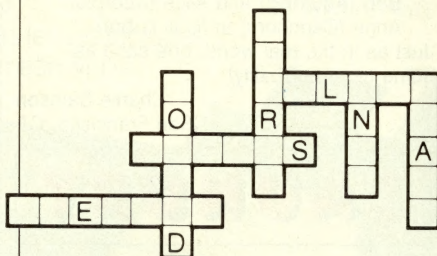
Twenty-six Skiddoo ★★

Can you complete the grid below according to the following rules?

1. Use exactly seven common English words, reading either across (left to right) or down, as in a crossword.

2. The seven words must contain all 26 letters of the alphabet; that is, each of the 26 vacant squares of the grid must be filled in with a different letter.

3. Every letter in a word must be *alphabetically* adjacent to another letter somewhere in the same word (that is, a word that contains a Q must also include either a P or an R; but such letters need not be *physically* adjacent in the word). The letter Z is alphabetically adjacent to the letters Y and A.



Steve Fogland
North Platte, NE

Odometer Palindromes ★★

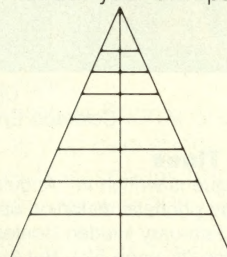
While commuting daily by car I found myself playing a game with the six-digit odometer, the instrument that records the miles I've driven. I noticed that a number palindrome would occasionally appear—six digits that read the same forward and backward, such as 13,663.1. See if you can answer these questions while waiting for the light to change.

1. What's the shortest possible distance between two palindromes?
2. What's the shortest possible distance between two palindromes neither of which is all zeros?
3. What's the *greatest* possible distance between two consecutive palindromes?

Kevin Krueger
Webster, NY

Form a Single Line ★★

The diagram below is made up of 40 line segments enclosing 16 zones. Can you draw a single uninterrupted line that passes through each zone at least once and crosses each line segment once and only once? Your line may curve, but you may not cross or retrace your own path.



Mark Henault
Bedford, NH

Mythology Zoo ★★

Many mythological creatures are combinations of two or more animals, one of which is often a human. Can you match the creatures below (1-8) with their descriptions (a-h)?

- | | |
|------------|-------------|
| 1. Harpy | 5. Griffin |
| 2. Chimera | 6. Mermaid |
| 3. Sphinx | 7. Minotaur |
| 4. Centaur | 8. Satyr |
- a. Head and torso of a woman; tail of a fish
 - b. Head and wings of an eagle; body and legs of a lion
 - c. Body of a man; with the horns, tail, and legs of a goat
 - d. Head of an old woman; body, wings, and claws of a bird
 - e. Head of a human; body of a lion
 - f. Head and upper body of a man; lower body and legs of a bull
 - g. Head and torso of a human; legs of a horse
 - h. Head of a lion; body of a goat; tail of a serpent

Kevin Acker
Stowe, PA

Blank Account ★★

Fill in the blanks in the following repeating sequence:

4 16 37 58 _____ 42 20 4 16 37

Barton K. Benson
Fayetteville, AR

Answer Drawer, page 60

Your Move is a column of original puzzles and other material submitted by readers. We pay \$15 and up for each item we publish. We reserve the right to revise puzzles and edit manuscripts for clarity. None can be returned unless accompanied by a stamped, self-addressed envelope.

LETTERS

Envelope of the Month



Dint Darling
Colorado Springs, CO

Veiling Times

This dialogue is written in "Anguish Language," the phonetic distortion used to disguise the February Hidden Contest (see Contest Results, page 52). But there's one additional twist: Only men's and women's names have been used. Can you decode the Valentine's conversation?

He: Ivan Dusty Bea Duke Heather! William Mary Mia Dennis Evan?

She: Myer Ina Harry! Ken Hugh Wade Teal Tamara?

He: Don Peter Rhonda Butch! Kent Judy Cy?

She: Duke Otto Lotta Manny?

He: Shirley! Wyatt Lee Stu Hunter Ed Emile Ian!

She: Odette Saul? Sari, Orville Marion Arthur.

He: Fran Clay Matt Terri Dawn Kay Fay Dom!

R. Lee Moscovitch
Montreal, Quebec
Answer Drawer, page 60

Play Ball!

Here I was, all set to catch GAMES in a mistake, when it turns out you're really just psychic. In the March double-croctic, Enos Slaughter was incorrectly clued as a "Baseball Hall-of-Famer" (Laundry, May, page 7). Lo and behold, a few weeks later he was picked by the Veteran's Committee of the Baseball Writers' Association to join the hall. Since you obviously have inside information, could you tell me who'll win the National League East this year?

Michael Olenick
Brooklyn, NY

In the article "Shadow Baseball" (May, page 15), the illustration shows shortstop Alfredo Griffin wearing a Toronto Blue Jays uniform. This prompted me to compose the following limerick:

Alfredo was great as a Jay,
For he always came ready to play.
But to Oakland was traded,
So if you're being graded,
Then he and not you gets the A.

Eric Vernon
Ottawa, Ontario
Maybe we should get an A after all. Griffin was traded after our article was printed—Ed.

Nom de Punne

Your staff appears to be full of puzzling people. Are readers aware that the name James Guester, author of the spoonerisms puzzle in the January issue ("I'd Sooner Spooner," page 37) can be spoonerized to form the words *GAMES Jester*? Do you expect us to believe that "Classifications" (February, page 30) is by Katie Gorey? In any event, thanks for all the fun—whoever you are!

Jendi Reiter
New York, NY

Signs of the Times

Several possible solutions to the logic problem "What's Your Sign?" (Wild Cards, February, page 55) were "overlooked," i.e.:

Ralph (Virgo) and Sam (Gemini)
June (Pisces) and Mary (Aries)
Jim (Cancer) and Joy (Leo)
Bob (Aquarius) and Alice (Scorpio)
Anne (Capricorn) and Gil (Libra)

Just as in the real world, one can't assume heterosexuality!

Charlie Samson
San Francisco, CA

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: May

★ Regarding clue 68-Across in the crossword "Household Words" (page 31): "Marcus's business partner" is not NIE-MAN, which fits in your grid, but NEIMAN.

Cay Neiman
Kelseyville, CA

★ In the Ornerly Crossword (page 39), Easy Clue 24-Across is "Oxford rival." Unlike Oxford, which is a university, ETON is a boys' private school. "Harrow rival" would be a more accurate clue.

T. H. Godfrey
New York, NY

★ The answer to the coin puzzle "Dimes Square" ("Loose Change," page 44) was incorrectly rotated 90° counterclockwise.

Pamela Pack
Middlebury, VT

April

★ Regarding "Oh Yes" (Your Move, page 4), a little crossword to be filled with synonyms for "zero": Shouldn't 8-Down be LOVE (zero, in tennis), rather than LONE?

Lynn Hammerstein
San Diego, CA

THE MINOLTA TRIVIA & EYEBALL BENDER™ CONTESTS.

Grand Prize:
A MINOLTA MAXXUM 7000 outfit

Special Prize:
A MINOLTA Talker

To enter the MINOLTA TRIVIA contest, answer the five questions listed below. You'll find answers in the MINOLTA ad on the adjacent page and at your local MINOLTA dealer. One correct entry, randomly drawn, will win a MINOLTA Talker.

To enter the MINOLTA EYEBALL BENDER™ CONTEST, submit a 35mm EYEBALL BENDER™—a photo of a familiar object that is hard to identify because the photo is taken either at very close range or from an unusual perspective AND the answers to the Trivia Contest. EYEBALL BENDERS™ will be judged on originality and ingenuity, and the best one will win the grand prize of a MINOLTA MAXXUM 7000 outfit.

1. What MINOLTA camera is the world's only built in autofocus SLR?

2. What are MINOLTA Talker's three voice reminders?

3. In addition to the five zooms, how many autofocus lenses are in the MAXXUM SLR SYSTEM?

4. What three current MINOLTA model names start with the letter "X"?

5. The MINOLTA MAXXUM is (a) protected by how many patents and (b) established how many World's Firsts in camera engineering?

Mail this completed coupon (or a facsimile), and your EYEBALL BENDER™ or both, to: The MINOLTA CONTEST, c/o GAMES, 515 Madison Avenue, New York, NY 10022. Entries for each contest must be received by August 30, 1985.

1. _____

2. (a) _____ (b) _____ (c) _____

3. _____

4. (a) _____ (b) _____ (c) _____

5. (a) _____ (b) _____

Name _____

Address _____

City _____ State _____ Zip _____

Contests are void where prohibited or restricted by law and are closed to regular contributors to GAMES Magazine and to employees of Minolta Corporation and Playboy Enterprises, Inc., their agencies, and their families. All entries become the property of Minolta, and none can be returned. Photo submissions must be clearly labeled with your name and address. A contestant may enter more than once, but must mail each entry separately. Decisions of the judges are final.

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Program Selection (AMPS) gives you the best possible program for the lens you choose. And it automatically changes programs as you zoom.

You can also shift into Aperture Priority, Shutter Priority or Creative Manual to call your own shots.

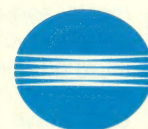
This speed, ease and flexibility springs from breakthrough technology protected by over 300 patents, including more than 30 World's Firsts in camera engineering. It's a system so sophisticated that, with Maxxum Flash units, it even focuses in the dark.

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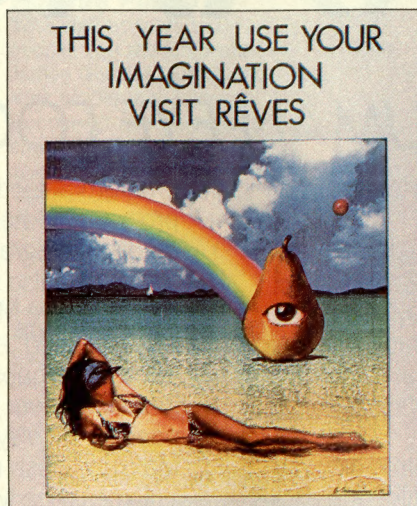
ONLY FROM THE MIND OF MINOLTA



MINOLTA

G A M E B I T S

Edited by Curtis Slepian



From *Rêves*, an enigmatic dream container (left) and a dreamy travel poster.

Dreamscape

Though you won't find it listed in any travel brochures, La République de Rêves is the vacation spot of your dreams. Unfortunately, this island paradise, blessed with perfect weather, easy access, and a population of engaging, if eccentric, artists, exists primarily in the imagination of its founder and North American ambassador, Jerry Crimmins.

An artist who lives in Glenside, Pennsylvania, Crimmins "discovered" Rêves (French for dreams) in 1975, an imaginary haven for poets and dreamers where all languages are spoken, whose presidents are chosen by lottery, where Edgar Allan Poe still lives, and where "anyone can be anything he or she wants."

Crimmins and his "chargé d'affaires," poet John DeWitt, set out to give this Never-Never Land reality. In addition to writing its history, Crimmins constructed various Rêverian artifacts, among them flags, currency, maps, stocks and bonds, train tickets, travel posters, certificates from colleges and secret societies, government documents, and even games. The impossible object of one board game is to get its wood, metal, and glass pieces to talk to the "oracle," a foot-high wooden pyramid topped by a glass eye.

Crimmins's dream work has been

displayed in many galleries, but it has a permanent home in the Jeffrey Fuller Gallery in Philadelphia. It's not uncommon for visitors there to defect immediately to Rêves, and Crimmins often receives correspondence from people caught up in the fantasy. One, for example, wanted to write a novel based on Rêves; another wanted to lay out the Trans-Rêves railroad lines.

At times, Rêves can take on a reality of its own: A friend, claims Crimmins, was refused entry to the White House despite his credentials from *Time* and *Newsweek*. He later breezed in after flashing his official-looking Rêves press badge.

Folks who can't get away for a summer holiday to Hawaii or Jamaica might want the catalog of La République de Rêves. Besides offering some general information on the island, it lists a variety of Rêverian items for purchase—from a T-shirt bearing the Rêverian seal (\$10), a visitor's guide (\$15), passports (\$35), and a poetic license (\$20) to a telegram with an original surrealist message (\$25), a large flag (\$150), and a dream container (\$450; see above). Made of wood, the latter is fitted with compartments that hold an assortment of such odd objects as a clock that runs backward and a cube-shaped globe; and each container is different.

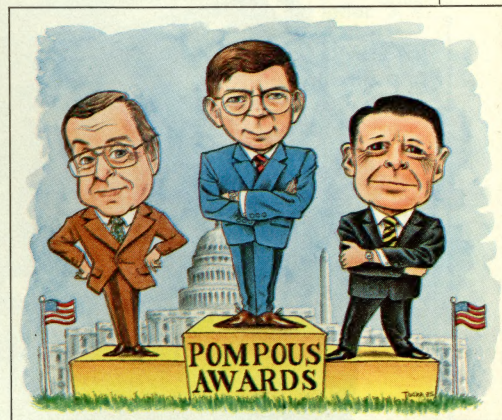
To buy a catalog, send \$5 to La République de Rêves, P.O. Box 149, Swarthmore, PA 19081. —C. S.

Where There's a Will

Chicago is nicknamed the windy city, but Washington, DC, just may be windier. Certainly there are more windbags per square foot in this town than anywhere else. Recognizing that fact, *The Washington Weekly*, an iconoclastic newspaper, recently asked its readers to nominate the most pompous pontificators in the nation's capital.

In all, about 200 votes were cast, a handful of which went to the likes of Miss Manners, Phyllis Schlafly, and Lee Iacocca. Stronger contenders included NBC correspondent John Chancellor (nominated by one because "He changed the pronunciation of his name"), Redskins' party animal John Riggins, Caspar Weinberger ("His studied Olympian manner creates an aura of 'Le Pentagon, C'est moi!'"), and, of course, Ronald Reagan.

But the man who stood head and



mouth above the rest with 61 votes was conservative *Newsweek* writer George Will, who once argued that, based on Bruce Springsteen's lyrics, the Boss was a Republican supporter.

Will, said one of those who nominated him, "pretends to much greater learning than he has . . . The excuses he has offered for the Reagan administration will make high comic reading in 10 years."

Learning of his clearcut victory, Will blithely pontificated, "Oh, that's wonderful. The people have spoken with their usual clarity."

—Saul T. Prince



inducing earthquakes. Bond ultimately manages to save the home of such firms as Atari, Bally, and Electronic Arts. No doubt gamesman Ian Fleming would have heartily approved.

—James H. Burns

On the Other Hand

Times have changed. Today's watches, unlike their single-minded predecessors, perform any number of functions—from playing games to giving the temperature. Here's a wristful of some of the most ingenious watches around, all of which, as an added bonus, actually tell the time.

From Seiko, the Datagraph is, on the face of it, an ordinary LCD wrist-watch. But inside the Datagraph is a microprocessor containing 2K of memory that can display on the watch-screen the name, phone number, and time of your next appointment.

Attaching the watch by cable to an IBM PC, Apple, or Commodore 64 computer permits you to program up to 22 such date "files."

And if you want a written record of those appointments, the watch interfaces with a matrix dot printer. Soon to be available, the watch retails for \$200; with accessories, the cost is under \$500.

For the lazy person, there's Innovative Times's Remote Control watch (\$80). Pressing either of two small switches on the watch's side sends out an infrared pulse that can turn on or off any appliance hooked to a special receiver. The range of the beam is line of sight, and it will work through glass, so you can turn on lights from outside your house. Better yet, turn off the lights when company gets boring, then shoo them out under the pretense of a power failure.

The health-conscious will welcome Innovative Times's Heart Window (\$70). A touch sensor located at the bottom of the face measures the elec-

trical impulses in your fingertip. The results are shown on the LCD screen as beats per minute.

Casio's Touch Screen (\$70) is for calculating minds. The digital face can be converted to a two-dimensional LCD representation of a calculator, complete with numbers and math functions. Instead of poking at tiny buttons to add or multiply, you simply press the face of the watch. No muss, no fuss, and a relief to all those with chubby fingers.

Even more miraculous is Seiko's Voice Recorder (\$219). Along with such standard features as date and chronograph, it contains a microphone that records your voice at the press of a button, without need of moving parts or magnetic tape. The same digital technique used by large computers to turn sound into binary impulses enables this solid-state watch to record for either four or eight seconds.

You can play back the recording at any time, or have it go off as a wake-up call—a rousing "Get up, fathead" in the morning will probably do the trick when a beep won't.

—Marshall M. Rosenthal

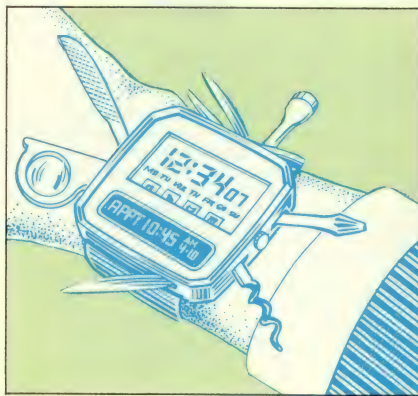


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Art for Ohio Art's sake is the aesthetic behind the Executive Etch A Sketch. Produced in celebration of the toy's 25th anniversary, this yuppie model boasts a brushed sterling case trimmed with silver, as well as knobs topped by sapphires and a blue topaz. Ohio Art is selling a small number of these sumptuous playthings for a big price: \$3,750 apiece.

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GAMEBITS

Edited by Curtis Slepian



THIS YEAR USE YOUR
IMAGINATION
VISIT RÊVES



From *Rêves*, an enigmatic dream container (left) and a dreamy travel poster.

Dreamscape

Though you won't find it listed in any travel brochures, La République de Rêves is the vacation spot of your dreams. Unfortunately, this island paradise, blessed with perfect weather, easy access, and a population of engaging, if eccentric, artists, exists primarily in the imagination of its founder and North American ambassador, Jerry Crimmins.

An artist who lives in Glenside, Pennsylvania, Crimmins "discovered" Rêves (French for dreams) in 1975, an imaginary haven for poets and dreamers where all languages are spoken, whose presidents are chosen by lottery, where Edgar Allan Poe still lives, and where "anyone can be anything he or she wants."

Crimmins and his "chargé d'affaires," poet John DeWitt, set out to give this Never-Never Land reality. In addition to writing its history, Crimmins constructed various Rêverian artifacts, among them flags, currency, maps, stocks and bonds, train tickets, travel posters, certificates from colleges and secret societies, government documents, and even games. The impossible object of one board game is to get its wood, metal, and glass pieces to talk to the "oracle," a foot-high wooden pyramid topped by a glass eye.

Crimmins's dream work has been

displayed in many galleries, but it has a permanent home in the Jeffrey Fuller Gallery in Philadelphia. It's not uncommon for visitors there to defect immediately to Rêves, and Crimmins often receives correspondence from people caught up in the fantasy. One, for example, wanted to write a novel based on Rêves; another wanted to lay out the Trans-Rêves railroad lines.

At times, Rêves can take on a reality of its own: A friend, claims Crimmins, was refused entry to the White House despite his credentials from *Time* and *Newsweek*. He later breezed in after flashing his official-looking Rêves press badge.

Folks who can't get away for a summer holiday to Hawaii or Jamaica might want the catalog of La République de Rêves. Besides offering some general information on the island, it lists a variety of Rêverian items for purchase—from a T-shirt bearing the Rêverian seal (\$10), a visitor's guide (\$15), passports (\$35), and a poetic license (\$20) to a telegram with an original surrealist message (\$25), a large flag (\$150), and a dream container (\$450; see above). Made of wood, the latter is fitted with compartments that hold an assortment of such odd objects as a clock that runs backward and a cube-shaped globe; and each container is different.

To buy a catalog, send \$5 to La République de Rêves, P.O. Box 149, Swarthmore, PA 19081. —C. S.

Where There's a Will

Chicago is nicknamed the windy city, but Washington, DC, just may be windier. Certainly there are more wind-



mouth above the rest with 61 votes was conservative *Newsweek* writer George Will, who once argued that, based on Bruce Springsteen's lyrics, the Boss was a Republican supporter.

Will, said one of those who nominated him, "pretends to much greater learning than he has . . . The excuses he has offered for the Reagan administration will make high comic reading in 10 years."

Learning of his clearcut victory, Will blithely pontificated, "Oh, that's wonderful. The people have spoken with their usual clarity."

—Saul T. Prince



Moore thrills in "A View to a Kill."

Playing Spy

Through 19 books and 15 films, James Bond, Ian Fleming's gentleman spy, has demonstrated a remarkable knack for gamesmanship. In addition to being a proficient scuba diver, skier, and gambler, Bond has thwarted cheats at bridge, golf, and backgammon, and has outwitted a Soviet chess master. In his latest outing, *A View to a Kill*, Bond once again proves his sporting prowess. Challenged by Zorin, the movie's villain (played by Christopher Walken), Bond must race a horse in a one-on-one steeplechase grudge match—all in the interests of saving Silicon Valley from destruction.

Not surprisingly, Bond's creator was something of a gamesman and gambler himself, though lacking 007's appetite for high stakes. Toward the end of his life, Fleming and a friend deliberately won a dollar in each casino in Las Vegas in order to be able to say they had beaten every house on the strip.

Fleming also lacked his creation's gambling ability. During World War II, Fleming visited a rather dull Lisbon casino. For excitement, he pretended that the Portuguese businessmen were really German agents, and that if he could clean them out he'd strike a blow against the Axis.

As it turned out, Fleming was the one cleaned out, but the evening wasn't a total loss: Twelve years later his *Casino Royale* told how James Bond bankrupted a Russian agent at baccarat.

Of course, the predicaments Fleming created for Bond have been updated by moviemakers. In *Never Say Never Again*, for example, 007 battles for his life in a futuristic contest played on a hologram of the globe. And in *A View to a Kill*, Bond must prevent Zorin from destroying Silicon Valley by

inducing earthquakes. Bond ultimately manages to save the home of such firms as Atari, Bally, and Electronic Arts. No doubt gamesman Ian Fleming would have heartily approved.

—James H. Burns

On the Other Hand

Times have changed. Today's watches, unlike their single-minded predecessors, perform any number of functions—from playing games to giving the temperature. Here's a wristful of some of the most ingenious watches around, all of which, as an added bonus, actually tell the time.

From Seiko, the Datagraph is, on the face of it, an ordinary LCD wristwatch. But inside the Datagraph is a microprocessor containing 2K of memory that can display on the watchscreen the name, phone number, and time of your next appointment.

Attaching the watch by cable to an IBM PC, Apple, or Commodore 64 computer permits you to program up to 22 such date "files."

And if you want a written record of those appointments, the watch interfaces with a matrix dot printer. Soon to be available, the watch retails for \$200; with accessories, the cost is under \$500.

For the lazy person, there's Innovative Times's Remote Control watch (\$80). Pressing either of two small switches on the watch's side sends out an infrared pulse that can turn on or off any appliance hooked to a special receiver. The range of the beam is line of sight, and it will work through glass, so you can turn on lights from outside your house. Better yet, turn off the lights when company gets boring, then shoo them out under the pretense of a power failure.

The health-conscious will welcome Innovative Times's Heart Window (\$70). A touch sensor located at the bottom of the face measures the elec-

trical impulses in your fingertip. The results are shown on the LCD screen as beats per minute.

Casio's Touch Screen (\$70) is for calculating minds. The digital face can be converted to a two-dimensional LCD representation of a calculator, complete with numbers and math functions. Instead of poking at tiny buttons to add or multiply, you simply press the face of the watch. No muss, no fuss, and a relief to all those with chubby fingers.

Even more miraculous is Seiko's Voice Recorder (\$219). Along with such standard features as date and chronograph, it contains a microphone that records your voice at the press of a button, without need of moving parts or magnetic tape. The same digital technique used by large computers to turn sound into binary impulses enables this solid-state watch to record for either four or eight seconds.

You can play back the recording at any time, or have it go off as a wake-up call—a rousing "Get up, fathead" in the morning will probably do the trick when a beep won't.

—Marshall M. Rosenthal

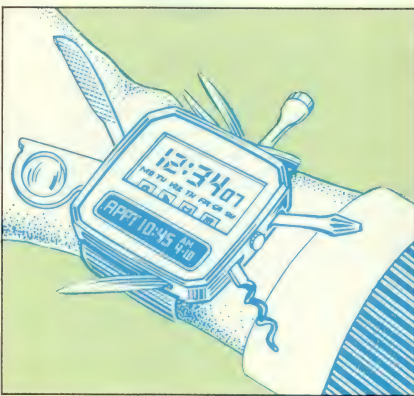


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Tennis, Anyone?

TWIN BILLING ★

Ymelda and Zelda were identical twins. A circular birthmark on the left thumb of the younger girl was the only clue most people could use to tell the two apart. They often wore identical clothes, but when they met in the finals of their school's intramural tennis championship, the judges made one girl wear a red skirt and the other a blue skirt to avoid confusion. At the end of the first set, a rain squall delayed play and sent the girls to the locker room where they impishly exchanged skirts. After the second set, the girl who the judges thought was Zelda was declared champion. However, after one of the judges suddenly noted that the winner of the second set did not have a birthmark on her thumb, the girls admitted their prank, reswitched skirts, and played a third set.

If the first two sets were won by the girl wearing the red skirt, and the third set was won by the girl wearing the blue skirt, which girl was the champion? And was she the older or the younger of the two twins?

LOVE MATCHES ★★

Three married couples named Glenn, Ingram, and Hunter decided to have an informal doubles playoff. Each couple played each of the other couples once

in a series of two-set matches. (The first players to win six games win a set, and the winners of two sets win the match.) It was decided that if each couple won one match and lost one, the winner would be the couple who won the most games altogether. The three husbands were Al, Bob, and Carl; the wives were Debby, Edna, and Flo. From the clues below, can you determine the full names of the couples and figure out their order of finish in the playoff? (Each set's score shows the number of games won by a couple, followed by the number of games they lost.)

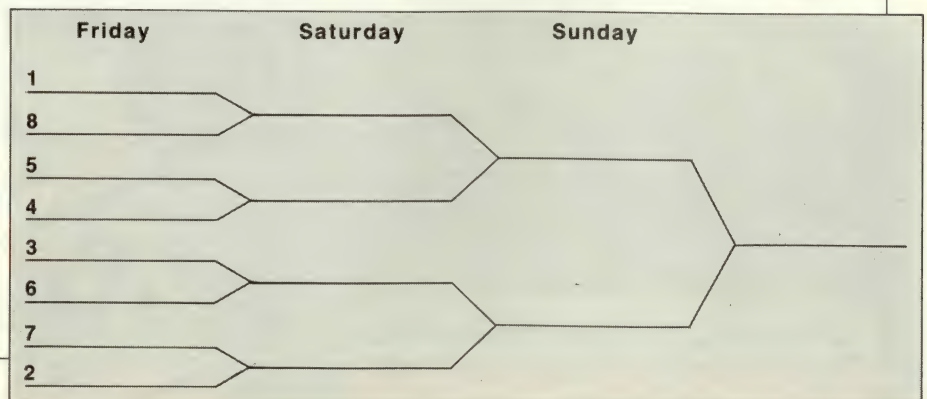
1. Edna and her husband beat Al and his wife 6-4, 6-3, but lost to the Hunters 1-6, 3-6.
2. Carl and his wife lost to Flo and her husband, but beat the Glenns.
3. The Ingrams won one match 6-2, 6-4, but lost the other 4-6, 3-6.

MIXED DOUBLES ★★★

A tennis club held a tournament for eight married couples whose names were Queen, Ralston, Swan, Taggart, Upham, Vactor, Wilson, and Young. Partners were determined by lot, but husbands and wives were not allowed to team up together. The pairs were ranked 1 through 8 (#1 being the highest) and matchups were scheduled as shown on the "ladder of play" below. The winning pair of each match went on to play the next day in the slot to its right in the ladder; losers were eliminated. The men's names were Al, Bob, Chuck, Dave, Ed, Frank, George, and Hugh; the women's names were Ida, Jean, Kay, Leona, Mary, Nan, Olga, and Pam. From the clues below, determine who played in each matchup and each matchup's result.

1. The Queens were the only couple to play against each other Friday, with Kay Queen's team beating her husband Bob's. In a later instance of husband and wife playing against each other, the husband's team won.
2. The Vactors had hoped to play against each other on Saturday, but both were eliminated on Friday, as were the Uphams.
3. The #1 and #4 pairs were beaten on Friday; otherwise, all higher ranked teams won Friday's and Saturday's matches.
4. Mrs. Young beat Ida on Friday, and Ida's husband, Mr. Wilson, on Saturday.
5. Al was teamed with Nan.
6. Frank's pair was ranked #5 and his wife Leona's pair #3.
7. On Saturday, Ed and Olga beat Mr. Swan and Mrs. Taggart.
8. Mrs. Swan was teamed with Mr. Vactor, and Dave with Mrs. Vactor.
9. On Friday, Jean Upham, Pam, George Swan, and Hugh (who were not necessarily paired together) sat in the lounge while waiting for their spouses to finish their games.

Answer Drawer, page 62



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THE JAPANESE WAY OF

GO

AN ANCIENT GAME THRIVES IN ITS SPIRITUAL HOME

by Terry Trucco



COURTESY OF THE JAPAN GO ASSOCIATION

When he was barely in his teens, Michael Redmond, a blue-eyed, curly-haired math whiz from Santa Barbara, California, made a big decision. With his parents' approval, he went to live in Japan, where he didn't speak the language and hardly knew a soul. None of that mattered to Michael; his dream was to devote all his energy to the game of go and one day to play professionally.

Terry Trucco, a free-lance writer based in Tokyo, has written on Japanese culture and life-styles for "The New York Times" and "The Wall Street Journal."

Only now challenged by China's recent go renaissance, Japan has long been the go capital of the world, mecca for both aspiring amateurs and seasoned pros. And Redmond, now 22 and a professional with a 4-dan rank, the highest ever achieved by a Westerner, knew all along that Japan was the only place for him. "Go is the best game I've ever known," he says succinctly. "It's the best thing that could have happened to me."

In recent years this ancient Asian board game of strategy and abstract combat, once limited to the Far East (especially Japan, China, and Korea), has attracted an international following, with enthusiasts in Britain, the Netherlands, West Germany, and the Soviet bloc countries. Dozens of American universities have go clubs, as do a sprinkling of hi-tech corporations. The annual World Amateur Go Championship, an invitational tournament, attracts a United Nations-style gathering to Japan. And *Go World*, the game's main English-language magazine (published in Japan), enjoys a loyal readership.

JAPAN'S PROMINENCE IN THE world of go was precisely what prompted Michael Redmond to leave his family nine years ago, come to Japan, and place himself in the care of a well-known go master. "I didn't want to leave my family, but I just fell in love with the game," he now recalls. "Go suits me. It's a simple set-up. The winner gets everything. I like that, and I also like knowing that if I lose, I've got no one but myself to blame."

One reason for the paucity of Western professionals is that most come to the game in college, much too late. Even Michael Redmond, who got serious about go in his teens, has been somewhat handicapped by age and a lack of previous training. Instructors agree that top-flight players must start young, often as early as four or five. Just as a child first learns his native language at his mother's knee, so a go player must begin early if he is to achieve the deep understanding necessary for mastery of the game.

Though the practice is dying out, it has long been a tradition for aspiring

players to live with their teachers. There they can concentrate completely while learning to shape their lives around go. Most young players remain in the care of their trainers through their early 20s, until they've earned a title. It's a narrow, almost monkish life: no smoking, no drinking, no television, no movies. Redmond once considered becoming a musician but put away his flute when his go master deemed it a distraction. As for women, few young men ever meet any who aren't serious go players, which tends to dampen romance—the women are leading the same kind of austere existence as the men. "I don't think of them as women," says Redmond.

The game that arouses such passionate devotion is so simple it can be learned in under an hour and so complex that computers still cannot play a reasonably coherent game except on a small, nonstandard board. (By contrast, they can outplay most humans at chess.) Go is played on boards of varying thicknesses, usually made of katsura wood (or kaya, for the very best sets), laced with a 19 x 19 grid making up 361 intersections. One player receives a bowl of white stones, the other a bowl of black stones. Though plastic stones are used in budget go sets, glass stones are popular in medium-grade sets, and clam shells and slate are favored for more regal models.

The object is to gain territorial control of more of the board than the opponent, by staking out areas and walling off empty spaces with lines of stones placed on the intersections. Once played, a stone can't be moved—but one or more stones can be captured, or "killed," by being completely surrounded by enemy stones. The game ends when neither player can take any more territory or prisoners.

Then the score is tallied. In the Japanese scoring system, which is also the one used in the U.S., each player generally scores one point for each empty grid intersection he has surrounded, plus one point for each prisoner he has captured. (The Chinese scoring system differs, but almost always produces the same result.)

To be successful, a player needs strong analytical skills, a keen memory, and the ability to think strategically. To be great, originality and a highly developed intuition for the game are also in

To be successful, a player needs strong analytic and strategic skills; to be great, he also needs originality and intuition.



Redmond vs. Kajiura in a rare example of a Westerner playing without a handicap against a 9-dan.

order. Go is not a single-minded battle like chess; frequently, players must make small sacrifices in order to carry out a large-scale plan.

But despite its combative nature, go is also known as the "art of harmony." Stone patterns can be as esthetically pleasing as a Japanese garden, with each new stone having a subtle effect on every part of the position. Opponents take pride in creating a harmonious board, one that's beautiful but deadly, as one player neatly put it. In a sense, even the bitterest rivals work together toward this end; the winner, after all, wants a game he can be proud of. In Yasunari Kawabata's novel *The Master of Go*, the aging go master is deeply upset when his opponent places a stone outside the approved combat zone. The novelist writes: "The master had put the match together as a work of art. It was as if the work, likened to a painting, were smeared at the moment of highest tension."

To produce a game that is both visually and intellectually satisfying also requires patience, the ability to improve one's position gradually rather than to win by brute force. Discipline and self-control are expected as well. A fledgling may beat a master in a handicap game (in which the weaker player is given extra moves at the start), but whatever the outcome, players are never to indulge their egos.

SO TAXING IS THE GAME that playing takes its toll, leaving most professionals drained and weary. "It's an imposition to play two games a week," says Ichiro Ogoshi, 30, a 5-dan professional. In earlier times, older players who tired easily could call time out and continue the game at a later date. Today's tournaments have time limits (as long as nine hours per player per game in big matches, but much less in amateur events), and in the past two decades go's top players have been getting younger. Some have even won big events in their 20s.

Ogoshi is seated in the coffee shop of the Japan Go Association on a sunny afternoon, amiably explaining what life is like for an established go professional. Despite the rigors of the tournament circuit, by most accounts it's what the Japanese call *hidari uchi wa*—the easy life. Since the Tokugawa family of shoguns made go the national game nearly

four centuries ago, the professional player has occupied a respected place in society. Years of study and sacrifice go into his training, but once a player wins the games needed to become a pro, life sweetens, particularly if the player eventually gains a high rank.

Under the official system, amateurs are ranked from 1-dan (also called shodan) up to 7-dan, professionals from 1-dan (shodan) to 9-dan—but only the very best amateurs could beat a 1-dan professional (except, of course, in a handicap game). Pros get set fees, based on rank, simply for taking part in tournaments; winnings are extra. Lucrative teaching engagements are also available, particularly in the go clubs of the nation's major corporations, which the corporations themselves heavily subsidize. (Like golf, go is often a key part of the businessman's social ritual.) Income for a 5-dan pro like Ogoshi easily tops that of the average wage-earner of his age—at least 400,000 yen a month (around \$1,700), usually more.

The added bonus is free time, which the wage-earner rarely has. Drawing

on a cigarette, Ogoshi confides that he teaches three times a week, for about three hours per session. He can teach several students at once; like all professionals, he has the ability to play a half dozen or more games simultaneously. He also plays in tournaments and studies by watching other professionals play and by poring over his collection of go books. But with years of intense training behind him, Ogoshi, a bachelor, now makes time to ski, golf, and drink with his go cronies.

Ogoshi's background resembles that of many professionals. Born into a family of go players—his parents taught him to play when he was nine—young Ogoshi, aged 11 and using a five-stone handicap, managed to beat a well-known go instructor who was visiting Ogoshi's hometown in southern Japan. A year later, the promising kid was shipped off to Tokyo to study.

Ogoshi enjoys the go life—as long as he's winning. "When I start to lose, I lose confidence in my game and my life, too," he says. To "relieve stress," he adds mischievously, he'll challenge a weaker opponent and trounce him.

Even the bitterest rivals work together; the winner, after all, wants a game he can be proud of.



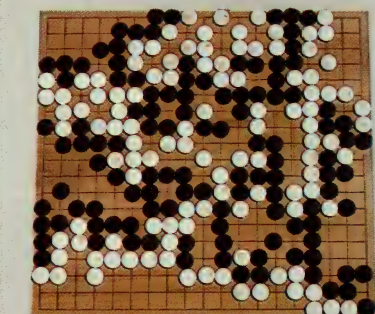
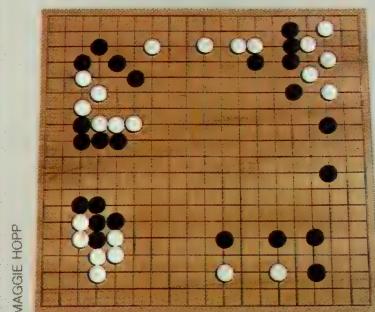
After their match, South Korean go champion Cho Chikun (left) and opponent Masao Kato rearrange the stones for scoring.

Like many other things Japanese, go was invented elsewhere, but the theory of the game was refined in Japan. It almost certainly originated in China, between 4000 and 600 B.C. The ancient Chinese may have used a go board and stones to plot war maneuvers, tell fortunes, and even to function as an abacus. Although the game was well developed by the time it arrived in Japan in A.D. 754, it was the Japanese of the Edo period, under the shoguns of the Tokugawa family (1603-1867), who elevated it to new levels of sophistication. Impressed by the analytical skills go burnished, the shogun established a go academy where master players were given an income. Go flourished as never before, until it lost its national patron with the fall of the Tokugawa in the mid-19th century. For a time, interest in the game seemed to flag, but eventually wealthy individuals and corporations began to make up the difference.

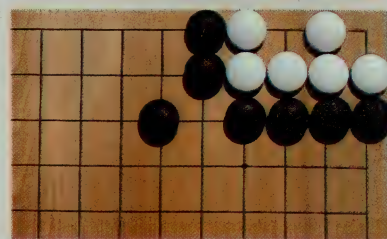
Through the centuries go has become as synonymous with Japanese culture as the tea ceremony, sumo wrestling, and Zen. Go imagery turns up in countless paintings, prints, and works of literature, from the famous 11th-century masterpiece *The Tale of Genji* to Kawabata's *The Master of Go*, which the Nobel Prize-winning author deemed his finest effort. Go terminology peppers everyday speech just as football terms season English. *Ichu moku oku*, for example, which literally means "to take a one-stone handicap," is an oft-heard expression of deference, roughly akin to "I take my hat off to you."

Not surprisingly, Japan boasts more go players (an estimated six million), more professionals (almost 400), and more ranking amateurs (150,000) than anywhere else, as well as the bulk of the latest go study and research. Perhaps most important, Japan is home to the world's largest and most influential go organization, the 61-year-old Japan Go Association, known as the Nihon Ki-in. Headquartered in a handsome glass-faced building overlooking a Japanese garden in Tokyo, the Nihon Ki-in organizes tournaments, standardizes rules, oversees player rankings, and serves as a friendly gathering place for go aficionados of all levels. It provides playing rooms—beautiful Japanese-style quarters with tatami mats, shoji screens, and serene flower arrangements—where the highest-ranked players

The Course of Play



The positions above are from a game played in 1804 between two great players, Honinbo Genjo and Nakano Chitoku. In the early part of a game (top), players sketch out territorial frameworks, first in the corners (where few pieces are needed to surround a large area) and then along the sides. Near the end of the game (above), borders between opposing territories have been solidified.



The concept of "eyes" is basic to understanding whether a group of stones is doomed to be captured. Here, although the white group has been cut off from the center, it is permanently safe because it encloses two distinct vacant regions, or "eyes" (here, single points). A black stone placed on either eye would itself be surrounded, while the white group still would not be. But if a white stone were added at the corner, black would be allowed to play on the other eye, capturing all the white stones.

square off in closed-circuit televised matches. It also offers an entire floor where amateurs can meet and play.

Japan is dotted with dozens of go parlors, where regulars can challenge opponents of similar ability and occasionally pick up a few tips from instructors. Scores of go clubs bring together everyone from high school girls to corporate chiefs. Tokyo even has an enormous go club for players who don't speak Japanese—the Takadanobaba. It's a bow to the legions of foreign fans of all levels who make loving pilgrimages to go's spiritual home.

Tournaments are played almost all year round. Some are routine, others determine a player's rank, and a handful are for three titles that receive nearly the attention that Americans give the World Series. The roots of two of these titles, the Meijin and Honinbo, are deep in go's history. Honinbo, the oldest, is named for the 16th-century monk who was given a government stipend to head one of four go houses in 1612. At about the same time, the government established a national go academy and created the rank Meijin, for the best player in the land—a rank Honinbo and members of his house often held.

Along with the recently added Kisei title, Meijin and Honinbo make up the triple crown of go, a series of competitions that offers insights into the elaborate patronage system supporting Japan's go world. Each of the big three is sponsored by a major Japanese newspaper, which puts up the prize money and pays Nihon Ki-in a hefty fee in return for exclusive coverage. The highest-paying of the trio, the Kisei, or Go Sage title, is sponsored by the *Yomiuri Shimbun*, Japan's largest newspaper, with more than eight million readers. It awards 23 million yen (\$100,000) to the winner and five million yen (\$21,000) to the runner-up, and also provides generous appearance fees to the champion and the challenger. In this best-of-seven title match, seven two-day games may be played over a period of 10 weeks. Prior to that, players are weeded out through several stages and are paid appearance fees based on rank. In the first stage, for example, a 1-dan professional earns 48,000 yen (\$208), a 9-dan professional 230,000 yen (\$1,000).

The Nihon Ki-in always bustles, but there's a tangible excitement on Thursdays, when tournaments are played.

Those are the days when the stars show up—from Rin Kaiho, the venerated Taiwanese player, now in his 40s, who won the coveted Meijin (master) title at the tender age of 23, to Cho Chikun.

Cho, a round-faced 29-year-old South Korean who many believe may be the best go player ever, perfectly exemplifies the way young players are developed. As a child, he showed such promise that his uncle, a key figure in Korea's go world, encouraged the boy to move to Tokyo when he was just six.

At 11, Cho became the youngest player ever to achieve professional shodan status. The previous year, after he had attempted and failed the promotion test, 10-year-old Cho was so traumatized that he considered suicide. By the time he was 15 he was a 5-dan professional, and just over a decade later he became the holder of four major titles.

These days Cho is a national hero in Korea; he has been honored by President Chun Doo Hwan, who is also a go enthusiast, and is the hero of a popular children's picture book. Cho is also a family man, the husband of a Japanese woman and the father of two children, which proves, go aficionados like to point out, that top players can lead normal lives despite the heavy demands of study and tournament play.

EVEN THOUGH IT'S A FAIRLY routine Thursday at the Nihon Ki-in, the tournaments spill through two floors of the eight-floor building, and it's easy to tell which are the key games. In one spacious mat-covered room sit more than a dozen go boards, each flanked by two modest brocade cushions and a pair of mulberry-wood bowls. All who enter remove their shoes, including the players, most of whom are men in business suits (women are rising through the ranks, but go is still a male-dominated sport). There's an aura of concentration in this room full of players, officials, and spectators, the type of hushed noise found in a roomful of students taking SATs.

Conditions are considerably more reverent one floor up, where two high-ranked players are in the midst of a hard-fought match. Their room is small, but they've got it to themselves. Locked in concentration, the two men, their hair the steely color the Japanese call "romance gray," gaze at the board.



The "art of harmony" is a popular motif in Japanese art.

A woman in a bright blue kimono enters, carefully setting a cup of green tea near each man. Neither blinks. An official sits quietly in one corner, while a trio of spectators peers in through the room's sliding paper door. No one speaks, and all are oblivious to the closed-circuit television camera attached to the ceiling and focused firmly on the kaya board covered with stones.

The camera beams into the Nihon Ki-in's buff-colored press room, where the dozen or so reporters who turn up on tournament days congregate, compare notes, and, when things get slow, play go with one another. Go columns appear in Japan's newspapers, and reporters often hang around until nearly midnight to get the day's results. Notable games are televised nationally, as was the 1983 match between Michael Redmond, then a 2-dan, and 9-dan Takeo Kajiwara—a rare example of a Westerner playing a 9-dan without using a handicap. (Kajiwara won.)

The atmosphere is only slightly less charged at the go club of Tokyo's Azabu High School, a prestigious private school for boys. Azabu boasts one of the nation's top high school go clubs, where twice a week, on Wednesdays and Saturdays, more than a dozen boys, dressed in their black military-style school uniforms, get together for a few hours of go. Their go parlor is a classroom, and the boards and bowls rest on desks.

On one recent Saturday afternoon, although most of the boys had just finished a round of examinations, their interest in the day's matches was not at all dampened. A few had brought lunches of rice and fish, which they wolfed down while they joked, teased, and noisily evaluated one another's moves. Playing go on a Saturday afternoon seems the best thing in the world. Most will play from noon, right after their last Saturday class, through 6 P.M. "It's a good break from studying for college entrance exams," said one of the older boys. "I like the one-on-one confrontation," added another. But one confident-looking boy probably summed up the prevailing sentiment when he said, "I like to kill stones."

Overseeing the disciplined ruckus was Seikichi Kishida, a teacher of Japanese and a high-ranking amateur who presides over the club's twice-weekly get-togethers. A pleasant man with a headmaster's manner, he noted that Japan's Ministry of Education encourages go in the schools. "It builds stamina, develops concentration, and requires what you'd call an Oriental, or abstract, way of thinking," he says. "We have an old Japanese proverb: 'There is no bad man who plays go.'"

Go in America

The first United States Go Congress will be held August 10-18 at Western Maryland College, Westminster, Maryland. Professional players will analyze games and give simultaneous exhibitions, and four different kinds of tournaments will be held. Contact Haskell Small, 3220 44th St., Washington, DC 20016, or call (202) 244-4764.

Readers interested in learning more about go or finding local clubs should write the American Go Association, Box 397, Old Chelsea Station, New York, NY 10113. Annual AGA membership, including a journal and newsletter, is \$15.

Many books on go are available in English. Two good primers are *Go for Beginners*, by Kaoru Iwamoto (Pantheon), and *An Introduction to Go*, by James Davies and Richard Bozulich (Ishi Press).

A variety of books and equipment may be obtained by mail from these sources: Sabaki Go Company, Box 23, Carlisle, PA 17013; National Go Society, Box CC, Savoy, IL 61874; Master Go Game, Box 738, Bonita, CA 92002.

Supermarket Spree ★★

HOW SHELF-CONSCIOUS ARE YOU?

BY STEPHANIE SPADACCINI

Most supermarket displays are arranged the way they are for fairly obvious reasons—peanut butter next to jelly, carrots within arm's reach of celery, and so on. But in this puzzle, items are grouped together not for reasons of gastronomy but because of something else they have in common.

Can you find the element that links the items in each of the seven groups on the shelves? And then can you choose the one item from the grocery cart that logically belongs with each group?

Answer Drawer, page 63



2



4



6



7



1



3



5



PHOTOGRAPH BY NICK KOUDIS

1 Be the first on your block to tune in to Uncle Miltie or the Brooklyn Dodgers on one of these RCA Victor Fairfield television sets. That built-in antenna will give you a steady picture on the 16" screen.



3 Want to have the life of Riley? Relax with William Bendix and enjoy a nice cold bottle of Pabst Blue Ribbon beer.



WHEN the BOOMERS were BABIES ...and the price was right

by Randi Hacker

★ ★

AH, THE FABULOUS FIFTIES: The era of Elvis and Ike, pedal-pushers and pompadours. And best of all, low prices. At the beginning of that booming decade, 60 cents could get you into a double feature with enough change for a bottle of ice-cold Coke (5 cents). Can you guess the 1950 price of these other items?

Answer Drawer, page 61

2 Never mind Wildroot Cream Oil, Charlie. Give your scalp a 60-second workout with Vitalis and you'll have "handsomer hair."



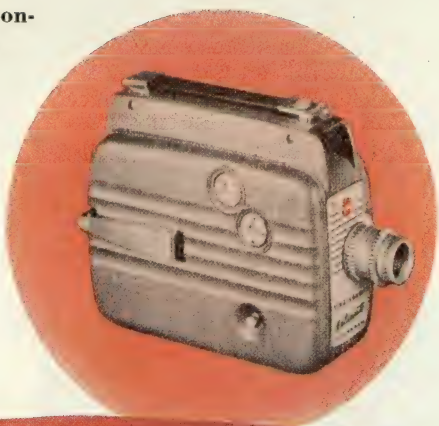
4 Ladies who want to be home on the range need a Westinghouse Rancho electric stove. Thanks to its "Tel-A-Glance" temperature control, you can have those roasts and pies ready just as hubby gets home from work.



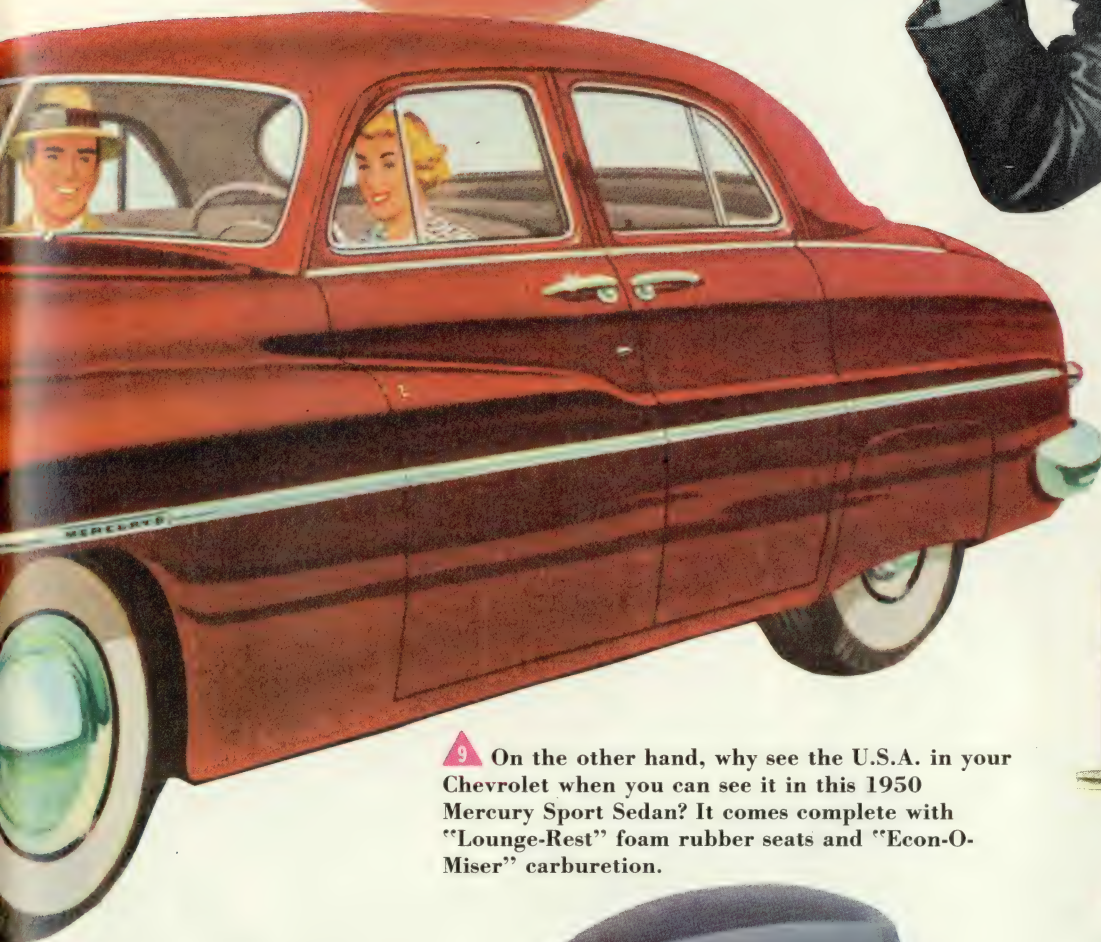
5 If you plan to wear the fashions of the Fifties, you need the "Figure of the Fifties." And for that, you need the girdle of the Fifties: the Playtex Living Girdle. No seams, no stitches, and best of all, no bones.



6 Relive the wonderful moments with the Cine-Kodak Reliant movie camera. The pictures are as real as life, and you can even shoot color film.



7 Put this 12" LP on your new phonograph and sing along with Mary Martin to songs from *South Pacific*. Or listen to Oscar Levant or Beethoven's Fifth. Arthur Godfrey does.



8 See the U.S.A. in your Chevrolet. But you won't see anything if you don't give your car a little fuel. Fill 'er up with high-octane ethyl—and don't forget the windshield!



9 On the other hand, why see the U.S.A. in your Chevrolet when you can see it in this 1950 Mercury Sport Sedan? It comes complete with "Lounge-Rest" foam rubber seats and "Econ-O-Miser" carburetion.

10 There's nothing like a good fresh-brewed cup of coffee, whether it's drip or electric perk. Especially when it's Maxwell House. Good to the last drop.



11 The crowning touch for any well-dressed man is a Stetson hat. And the Stetsonian model is sure to "enhance your own distinctive personality."

12 So you won't get five o'clock shadow by the time the Friday night fights come on the radio, use the Gillette Super Speed Razor. And the price includes a convenient 10-blade dispenser in a new Styrene travel case.



A woman wearing a large, wide-brimmed white hat and a light-colored jacket with a floral pattern is seated at a table. She is smiling and holding a white teacup with a floral design. On the table in front of her is a silver teapot and a matching saucer. The background shows a wicker chair with a black and white polka-dot pattern. The overall scene is set outdoors, likely at a cafe or garden table.

She likes
English tea.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

© 1985 Philip Morris Inc. All rights reserved. U.S. Patent 4,330,000. U.S. Patent 4,330,001. U.S. Patent 4,330,002. U.S. Patent 4,330,003. U.S. Patent 4,330,004. U.S. Patent 4,330,005. U.S. Patent 4,330,006. U.S. Patent 4,330,007. U.S. Patent 4,330,008. U.S. Patent 4,330,009. U.S. Patent 4,330,010. U.S. Patent 4,330,011. U.S. Patent 4,330,012. U.S. Patent 4,330,013. U.S. Patent 4,330,014. U.S. Patent 4,330,015. U.S. Patent 4,330,016. U.S. Patent 4,330,017. U.S. Patent 4,330,018. U.S. Patent 4,330,019. U.S. Patent 4,330,020. U.S. Patent 4,330,021. U.S. Patent 4,330,022. U.S. Patent 4,330,023. U.S. Patent 4,330,024. U.S. Patent 4,330,025. U.S. Patent 4,330,026. U.S. Patent 4,330,027. U.S. Patent 4,330,028. U.S. Patent 4,330,029. U.S. Patent 4,330,030. U.S. Patent 4,330,031. U.S. Patent 4,330,032. U.S. Patent 4,330,033. U.S. Patent 4,330,034. U.S. Patent 4,330,035. U.S. Patent 4,330,036. U.S. Patent 4,330,037. U.S. Patent 4,330,038. U.S. Patent 4,330,039. U.S. Patent 4,330,040. 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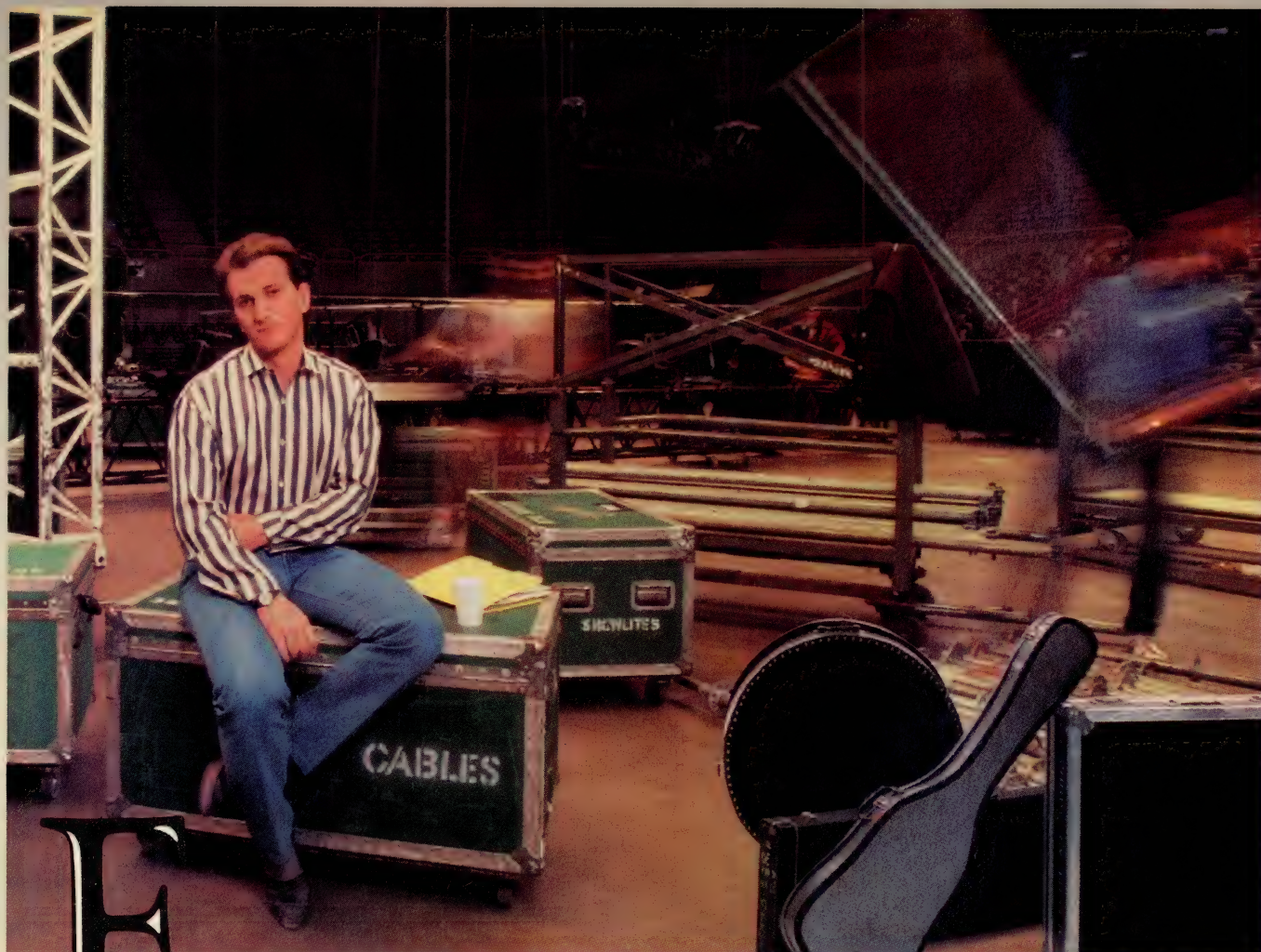
Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

He likes
Irish coffee.

*B*ut there's
one taste they
agree on.

Benson & Hedges
America's Favorite 100.





Every night tour manager Brian Doyle sees that 130 tons of lights, amplifiers, guitars and musicians get on stage. As well as 290 lbs. of Daryl Hall and John Oates. So he received a 2lb. bottle of V.O.



The reward.

PENCILWISE



LARS AND LOIS HOKANSON

Knock-Out ★★

by Will Shortz

In this boxing match, each row and column of the grid conceals the name of a famous 20th-century author, reading from left to right or top to bottom but not necessarily in consecutive boxes. For example, the first row across hides the name HEMINGWAY. Knock out the letters as you use them (since

no box will be used more than once), and write the names in the spaces underneath. When you are done, 12 boxes (one in each row and column) will remain unused. Reading from top to bottom, these leftover letters will reveal a quote by Tennessee Williams.

Answer Drawer, page 60

	1	2	3	4	5	6	7	8	9	10	11	12							
1	H	E	T	A	U	M	A	L	N	G	P	W	A	S	O	X	S		
2	B	E	R	S	D	T	E	J	I	N	B	L	E	I	C	K			
3	F	L	I	P	E	S	R	C	A	S	B	L	E	R	I	N			
4	C	K	I	H	R	U	X	O	A	L	E	Z	T	E	Y				
5	M	I	N	C	E	I	H	E	R	A	T	E	M	A	N	E	O	N	R
6	K	S	T	A	N	A	D	B	R	U	U	R	G	C					
7	T	G	D	I	O	L	Y	K	I	E	G	H	E	N	U	R			
8	E	T	F	A	S	R	E	I	U	L	K	N	N	I	E	S	E	R	
9	C	T	O	K	A	P	C	E	T	S	H	A	O	T	E	L	A		
10	G	O	N	A	E	B	T	O	H	N	K	T	S	C	O	O	V		
11	O	N	R	S	S	R	E	W	E	R	E	M	Y	N	L	L	I		
12	T	V	O	E	R	N	N	E	G	A	K	U	I	P	T	R			

ROWS

COLUMNS

1. HEMINGWAY

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Three Cheers! ★

by Lori Philipson

An Old-Glorious Word Search

Despite appearances, we solemnly pledge that this American flag is printed in color—it's full of things that are either red, white, or blue. All 48 words or phrases below are hidden in

the grid in regular word-search fashion: vertically, horizontally, or diagonally, but always in a straight line. Long may she wave—but quick may you solve.

Answer Drawer, page 64

C E
V H E R
Y E H E A R T B T E A
R T T S T R W U W S E U N
R E D E R R A R E B E E F U M R E D W E
Y N P H I G A L F R E D N E R R U S T E A N D B L U R C
A R P E W H E R E D G T H T O N E M T E G R O F E R E E S E U
L A R E N E V E I R W A B A F I R S T P R I Z E R I B B O N A
B G E O P A S N T O O P R L I V O R Y A U E X A M B O O K N S
U S P N B I G R A E O G B C N U T S R H O H S E S O R U G A I
M E A L I G L D A L D E U U U L D A R C Q U C A I E S E N B T
E Y P G O R T I A A C I N M S T R A E H E N I T N E L A V S T
N E G W G C A R H U H E T P E B E F B O R G O I E F A T K E E
I S N K E E B M A C I E P O S Y A P P L E O G U O K N C R E H
W A I E Y E S S A E N O N W R T H E S E S N G O R A I N D K G
Y R P O A L L N D R A F L D U S A A A G E O D T H T D E S N A
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N A T O M B A S E B A L L R L F Y E R O A U R P E A A G N Y S
U N N A I T N E G R O A U S N D O I N K L D I F S L C A G I W
G I H M R O F I N U S R E C I F F O E C I L O P O U M R D S M
R S C A N W D M U S I S A P P H I R E C B A D Y G E O
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RED

APPLE
BURGUNDY WINE
CARDINAL'S ROBE
CHERRY
CHILI PEPPER
FIRE ENGINE
GARNET
KETCHUP
LIPSTICK
MARS
RARE BEEF
RASPBERRY
ROSES
RUST
SPAGHETTI SAUCE
VALENTINE HEARTS

WHITE

ALBUMEN
ANGEL-FOOD CAKE
BASEBALL
BECHAMEL SAUCE
IVORY
MASHED POTATOES
MILKY WAY
NURSE'S UNIFORM
PEARLS
POLAR BEAR
SNOW
SOAPSUDS
SURRENDER FLAG
TALCUM POWDER
TYPING PAPER
WEDDING GOWN

BLUE

BACHELOR'S BUTTON
CORNFLOWER
DENIM
EDITOR'S PENCIL
EXAM BOOK
FIRST-PRIZE RIBBON
FORGET-ME-NOT
GENTIAN
OCEAN
POLICE OFFICER'S UNIFORM
ROBIN'S EGG
SAPPHIRE
SINATRA'S EYES
ULTRAMARINE
WEDGWOOD CHINA
YANKEES BANNER

Inside Information ★

by William Lutwiniak

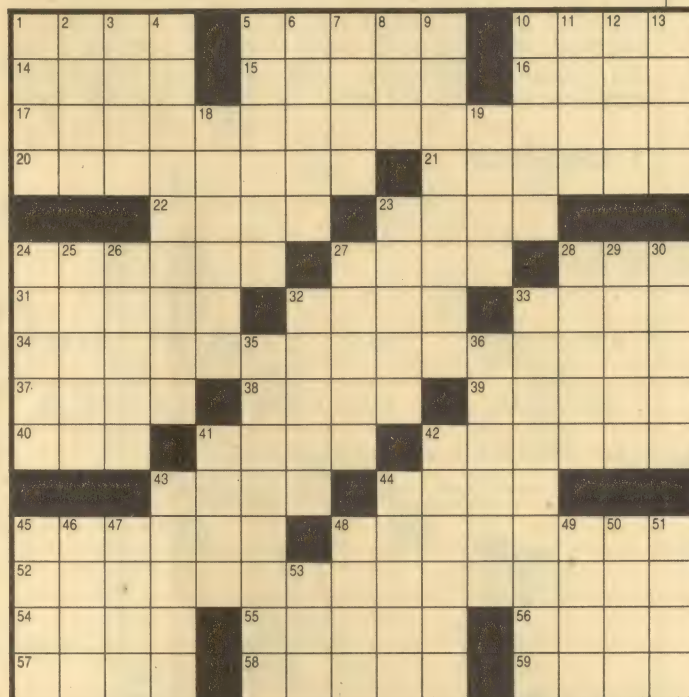
ACROSS

- 1 One of The Three Bears
5 1982 bestseller (with *The*): 2 wds.
10 Kind of roast
14 Soon
15 *Rigoletto* or *La Traviata*
16 On the ocean
17 Otis: 2 wds.
20 Lengthening apparatus
21 Subject of a will
22 French ladies: Abbr.
23 Capital of Norway
24 Make a carload: 2 wds.
27 Drifting ice
28 ____ Salvador
31 Worry
32 Housetop
33 As ____ as a ghost
34 Wadsworth: 2 wds.
37 Song at the Met
38 ABA member, for short
39 Signified
40 Skin tumor

- 41 Radio's ____ 'n' Andy
42 Card suit
43 At all
44 Greek letters
45 Cowardly
48 Divides proportionately
52 Louis: 2 wds.
54 Sign of things to come
55 Gladden
56 "Who ____ Turn To": 2 wds.
57 Nuisance
58 Took medicine
59 Once, of yore

DOWN

- 1 Walk to and fro
2 Strong as ____: 2 wds.
3 Sweet, dark red wine
4 Jerry Stiller's comedy partner: 2 wds.
5 Kind of opportunity
6 James Bond and associates
7 Fruit tree
8 Conjunctions
9 Leaves the runway: 2 wds.
10 ____ seed (deteriorated): 2 wds.
11 Annapolis school's initials
12 Bump into
13 Homophone of 7-Down
18 Antagonism
19 Archipelago unit
23 Science: Suffix
24 "Shucks"
25 "If ____ a Carpenter": 2 wds.
26 First Soviet premier
27 Type assortments
28 Dieter's lunch
29 Unassisted
30 Salamanders
32 Helicopter feature
33 Joy
35 Expressed deep sorrow
36 The ____ Strikes Back
41 State positively
42 More than jostled
43 Chronicle entry



Answer Drawer, page 60

- 44 Greek island
45 Farm harvest
46 Where all roads once led
47 Fortas and Vigoda
48 School orgs.
49 A Romanov
50 Ages and ages
51 In a ____ (perturbed)
53 Motorist's caution

Auto-Matic ★

by Andrea Carla Michaels

If you're all revved up to go, you'll do well on this puzzle. The key to solving each clue is to think of a familiar word or name beginning with the letters C-A-R. For example, the clue

"Ship's freight" would lead to the answer CARGO, while "Welsh port" is CARDIFF. If you find any of the clues driving you crazy, make a right turn to the Answer Drawer, page 61.

- | | |
|---------------------------------------|------------------------------------|
| 1. Comic strip _____ | 11. <i>Bonanza</i> family _____ |
| 2. Red, crested bird _____ | 12. Button-down sweater _____ |
| 3. Cabinetmaker _____ | 13. Map maker _____ |
| 4. Festive celebration _____ | 14. Stiff paper type _____ |
| 5. Reagan's predecessor _____ | 15. Business syndicate _____ |
| 6. Flower for a button hole _____ | 16. Bizet opera _____ |
| 7. <i>Tonight Show's</i> Johnny _____ | 17. Post-Civil War exploiter _____ |
| 8. Meat-eater _____ | 18. Caverns of New Mexico _____ |
| 9. Rifle shot case _____ | 19. Hannibal's nation _____ |
| 10. Starches, for example _____ | 20. Car engine part _____ |

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 60

1. CRYPTOON

H EKKLRZHEVR VFR TEZV
VFEV DYM'XR YLBRLRB HO
*TLROZF, CMV DYM'XR GMWV
EWPRB IR VY CLHOS DYM E
CLYHQRB BYYLPOYC.



2. INDEX TO LIVING

ZIG YJBNZ YWBZQ QGRBN
WY VJYG HJDG CN ZIG
ZGOZ; ZIG KGOZ ZIJBZQ
NCLLVQ ZIG SWUUGKZRBQ.—
*NSIWLKIRCGB

3. NOW HEAR THIS

D OVRDA LAMPU GDA PUDGO
LUSUAHN YUGCWUFL, BVLH
HUA FULL HODA RDYU WN
HOU DSUPDTU BDGJODRRUP.

4. MEDICINE OF OLD

ZYX WXVUXTSZ WXAATYB
CYDZ ER QTPYZ UE VAYOYSU
ZWNAOM QESD LYREAY
BTZWEOYAM ER OTUXPTS *W.

5. WHOLE LOTTA SHAKIN'

CHRMVQMMD XGRRP WYUNGB
TPBYQGD LHB DYZRHB YQ
LHBGZTU VHBQ ZU
CZBQMMDH WZDVRY P HL
"UYCGR" VHFGB.

6. A DYING ART

NGHNKMUM HVWXYH ZTB
VWTJU HLWRXRMH XD
Y LHMLY FXHCKTPXDQ VTWRMF
BZTKMGNDM TDF BTKWLH
ULHSH.

7. UNAPPROACHABLE

THENT HTUXT MBXNL SUVC
LDXEF HLVW YUHEEP
CVBZLHXZ WUVLTYLF PVBZE
SUVC GXYXVBF WUTRHLVUF.

TIPS AND CLUES

Cipher 1: Ciphertext DYM'XR is a good bet to be YOU'VE or YOU'RE. With a low-frequency X, try the former.

Cipher 2: The three-letter word that appears four times is THE.

Cipher 3: Note the reversed ciphertext letter pairs PU and UP, each of which appears twice. Try RE and ER, the most common reversed pair of letters in English.

Cipher 4: Ciphertext Z = S. Note its high frequency as a first and last letter—typical for an S in English.

Cipher 5: Compare ciphertext HL and LHB. This pattern often represents OF and FOR.

Cipher 6: Compare ciphertext XD and suffix -XDQ. Try IN and -ING.

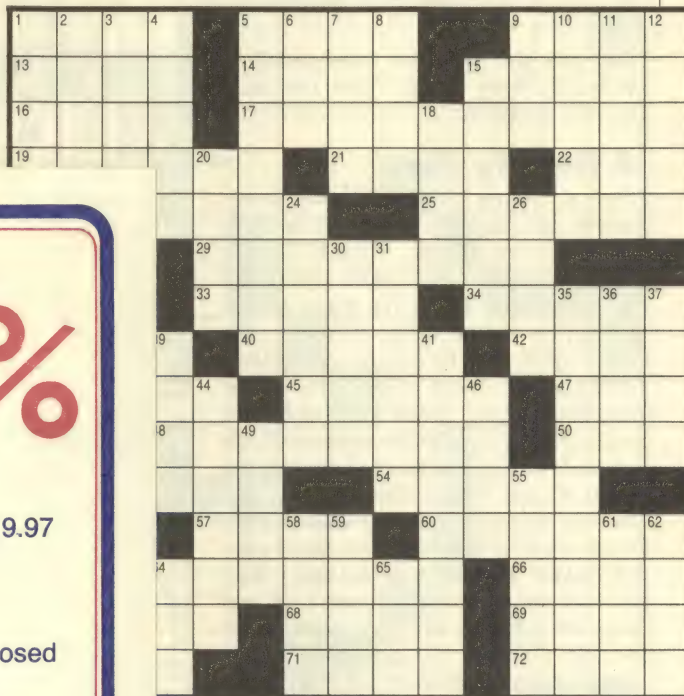
Cipher 7: The five vowels (A to U) are represented by B, H, T, V, and X, but not necessarily in that order.

Up to Scratch ★★

by Karen Hodge

ACROSS

- | | | |
|----------------------|----------------------------|--------------------------------|
| 1 Highchair garments | 47 Detroit workers' grp. | 5 Semiprecious green gems |
| 5 Explorer Zebulon | 48 Mad money?: 2 wds. | 6 Rage |
| 9 Cabbage's kin | 50 Chevys and Buicks, e.g. | 7 Legendary pirate captain |
| 13 <i>Septembre</i> | 51 Filmed a new | 8 Ending with differ or denend |



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HHS11

Answer Drawer, page 60

- | | |
|---------------------|-------------------------|
| 55 Almanac data | 62 Greek vowels |
| 58 Type of tea | 64 "... hide ____ hair" |
| 59 "Chantilly ____" | 65 ____-Na-Na |
| 61 Lady's date | |

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HHS29

by Norma Gleason

into a common English word. How fast can you ? (Hint: All the answers have something in

Answer Drawer, page 61

- | | |
|------------------|------------------|
| 9. NTNEAT _____ | 19. RUTTER _____ |
| 10. HOTART _____ | 20. BATTLE _____ |

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 60

1. CRYPTON

H EKKLRZHEVR VFR T
VFEV DYM'XR YLBRLRE
*TLROZF, CMV DYM'XR
EWPRB IR VY CLHOS
CLYHQRB BYYLPOYC.



KEITH BENDIS

2. INDEX TO LIVING

ZIG YJBNZ YWBZQ QGF
WY VJYG HJDG CN ZIG
ZGOZ; ZIG KGOZ ZIJBZ
NCLLVQ ZIG SWUUGKZR
*NSIWLKGKIRCGB

3. NOW HEAR THIS

D OVRDA LAMPU GDA
LUSUAHN YUGCWUFL, B
HUA FULL HODA RDYU WN
HOU DSUPDTU BDGJODRRUP.

4. MEDICINE OF OLD



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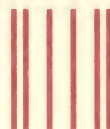
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Cipher 5: Compare ciphertext HL and LHB. This pattern often represents OF and FOR.

Cipher 6: Compare ciphertext XD and suffix -XDQ. Try IN and -ING.

Cipher 7: The five vowels (A to U) are represented by B, H, T, V, and X, but not necessarily in that order.

Up to Scratch ★★

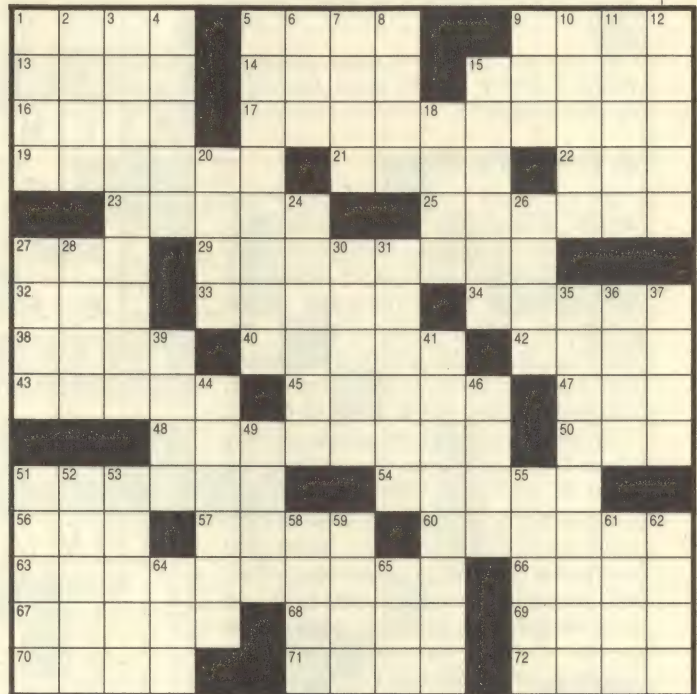
by Karen Hodge

ACROSS

- 1 Highchair garments
5 Explorer Zebulon
9 Cabbage's kin
13 *Septembre* preceder
14 "___ go bragh!"
15 Nixon's veep
16 Costa ___
17 Rubles?: 2 wds.
19 Yellow polka-dot item of song
21 Sweetheart
22 Galahad or Lancelot
23 Small nails
25 Friars Club events
27 Conceit
29 Stolen money?: 2 wds.
32 *I ___ Camera:* 2 wds.
33 Trite
34 Longlegs or Warbucks
38 Rani's garb
40 Fall Guy's specialty
42 Oliver Twist's request
43 Provide funding for
45 Sea birds
- 47 Detroit workers' grp.
48 Mad money?: 2 wds.
50 Chevys and Buicks, e.g.
51 Filmed a new version of
54 Under, to Wordsworth
56 Blackjack half
57 Malevolent
60 Stabbing pain
63 *Tonight Show* revenue?: 2 wds.
66 Love song, perhaps
67 Choir singers
68 1960 communications satellite
69 Famed volcano
70 "Do I ___ a Waltz?"
71 Martin, of 25-Across fame
72 Transatlantic flyers
- 5 Semiprecious green gems
6 Rage
7 Legendary pirate captain
8 Ending with differ or depend
9 Soviet police org.
10 "... enamored of ___": Shak., 2 wds.
11 On the up and up
12 Pitchers
15 Overseas
18 Swiss river
20 Slangy refusals
24 Declared
26 Cain's father
27 Simplicity
28 One of the Feds
30 Book jacket quote
31 Curdling enzyme
35 Misers?
36 Apothecaries' weight
37 Evergreens
39 The Hawkeye State
41 Fund-raising event
44 Does road work, perhaps
46 Cole ___
49 Impose, as taxes

DOWN

- 1 Fishhook catch
2 337 tripled
3 Finance committee?
4 Step



Answer Drawer, page 60

- 51 Indian prince
52 *Elève's* school
53 Conductor Zubin
55 Almanac data
58 Type of tea
59 "Chantilly ___"
61 Lady's date
62 Greek vowels
64 "... hide ___ hair"
65 ___-Na-Na

Mad Tea-Party ★

by Norma Gleason

You're cordially invited to a Mad Tea-Party. The list of six-letter groups below starts with HATTER, ends in BATTLE, and has "jabberwocky" throughout. That is, each group can be

unscrambled into a common English word. How fast can you finish the list? (Hint: All the answers have something in common.)

Answer Drawer, page 61

- | | |
|------------------|------------------|
| 1. HATTER _____ | 11. TNAYRT _____ |
| 2. KETTIC _____ | 12. UTTERS _____ |
| 3. APTOTE _____ | 13. HWTRAT _____ |
| 4. MACOTT _____ | 14. ORTUTY _____ |
| 5. TVIRTE _____ | 15. TNAUTR _____ |
| 6. UTATGH _____ | 16. STYPTI _____ |
| 7. GRTATE _____ | 17. MUTLUT _____ |
| 8. DIBTTI _____ | 18. HTFRIT _____ |
| 9. NTNEAT _____ | 19. RUTTER _____ |
| 10. HOTART _____ | 20. BATTLE _____ |

A Cards-and-Words Puzzle

Can you score 500 or more points in Word Rummy hands from the card spread at right?

♠ How To Play

Find as many common seven-letter words as you can whose cards form Word Rummy hands. A Word Rummy hand is a seven-letter word whose letters appear on cards that make up one *set* (three or four cards of a kind, like 7 7 7 or K K K K) and one *sequence* (three or four cards of the same suit in numerical order, like ♠ A 2 3 or ♣ 9 10 J Q). Either the *set* or the *sequence* may come first. The letters of a *set* may be used in any order; the letters of *sequence* must be used in the left-to-right order given in the grid. The same card cannot be used twice in one hand. Sets and sequences may be used over and over in different words to form other words. Proper names and foreign words are not allowed, but plurals are fine.

♥ Scoring

Each card in a Word Rummy hand scores its face value. A 6 scores 6 points, for example. Aces are low and count 1 point each. Jacks, queens, and kings count 10 points each.

◆ Example

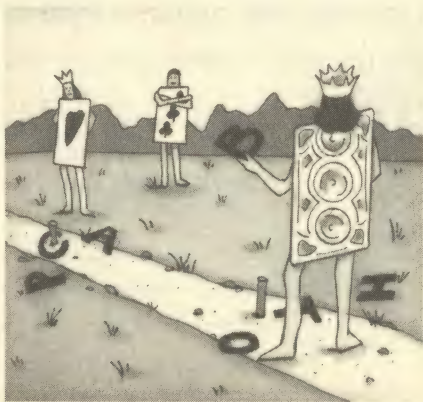
In the puzzle at right the word GENUINE forms a Word Rummy hand. The ♥ 2 3 4 are a sequence with the letters G-E-N; the ♥ A ♠ A ♦ A ♣ A are a set with the letters U-I-N-E. The cards used have values 2 3 4 1 1 1 1, for a total of 13 points.

♣ Ratings

Knock: 350 points (good game)

Gin: 500 points (winning game)

Gin-off: 975 points (our best score)



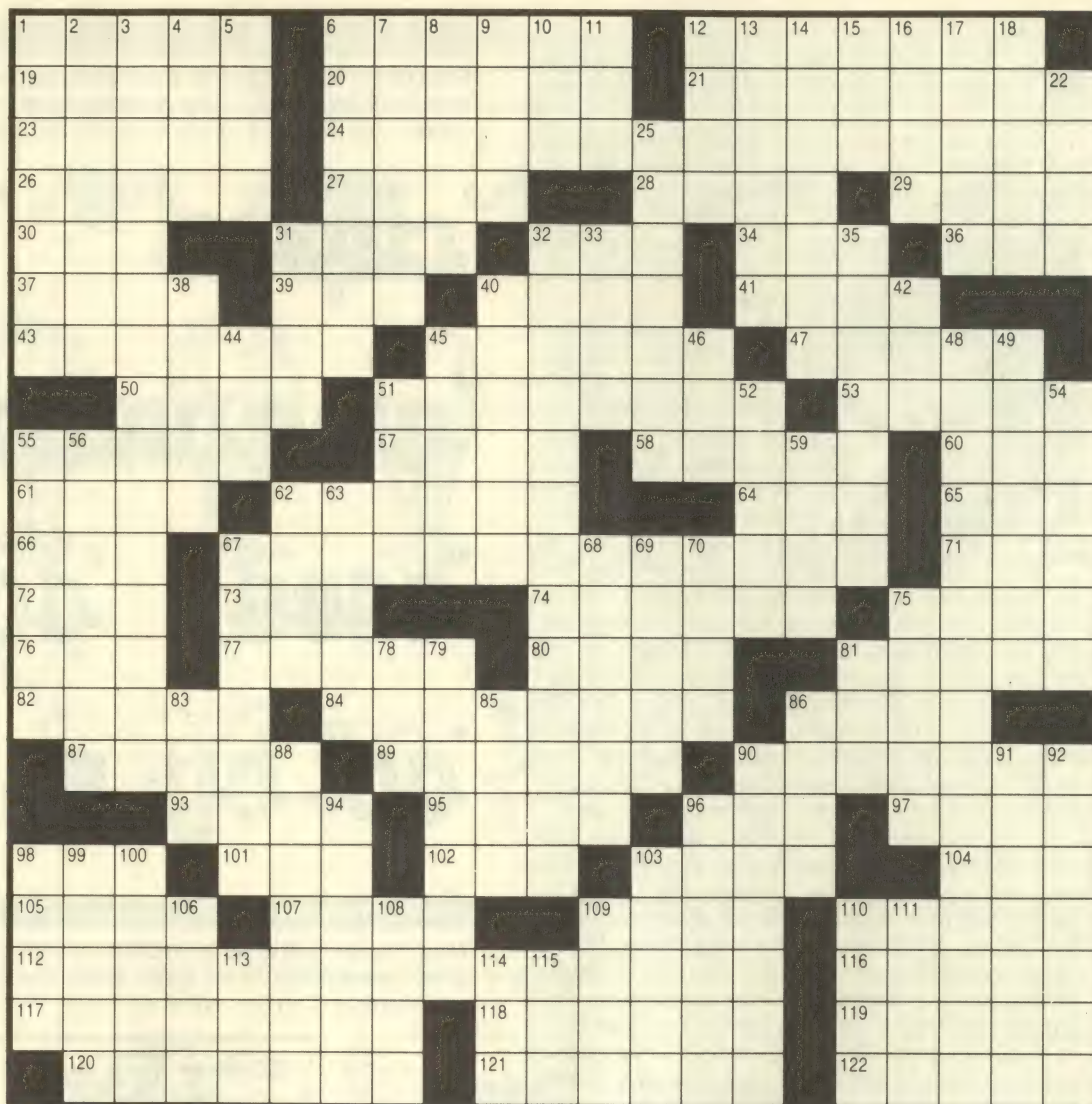
	A	2	3	4	5	6	7	8	9	10	J	Q	K	
♠	I	N	X	R	I	L	P	R	C	N	E	A	R	♠
♥	U	G	E	N	F	U	N	P	R	O	C	T	A	♥
♦	N	O	H	B	E	N	E	U	S	T	Z	E	L	♦
♣	E	R	A	L	T	C	H	E	A	S	P	H	T	♣
	A	2	3	4	5	6	7	8	9	10	J	Q	K	

[illegible][illegible]

Answer Drawer, page 62

ACROSS

- 1 Kuala Lumpur native
- 6 Pater ____
- 12 Bottled item?
- 19 Take the midnight ladder
- 20 CH_3CH_3
- 21 Flyboys
- 23 Expert
- 24 Public tennis area?
- 26 In ____ (confused)
- 27 *King David* star
- 28 Fluff
- 29 Singapore boat
- 30 Savage, for one
- 31 Crate initials
- 32 Govt. utility agcy.
- 34 For aye
- 36 Like zinfandel
- 37 Fussess
- 39 Greetings
- 40 "____ Funny That Way"
- 41 $\frac{1}{16}$ ounce
- 43 Honorable, for one
- 45 Freshen
- 47 Tennis "kill"
- 50 *Bon mot*
- 51 Make ____ (mark the boundary in an apiary?)
- 53 Climber's spike
- 55 Chopin piece
- 57 Temperate, e.g.
- 58 Easter lily
- 60 Tpk.
- 61 Easy mark
- 62 Portuguese industrial city
- 64 Scullery tool?
- 65 "Rose ____ rose ..."
- 66 Poetic preposition
- 67 Avoid a double fault?
- 71 Seine
- 72 Hôtel ____ Invalides
- 73 John Lennon's middle name
- 74 Avid fan
- 75 "I got ____ in Kalamazoo"
- 76 Letter from Athens?
- 77 Cover-ups?
- 80 Maurice Chevalier song
- 81 Antiquated
- 82 Energy type
- 84 Quick tennis victory?
- 86 Fast food counter request
- 87 Braid
- 89 Shade of blue



Answer Drawer, page 63

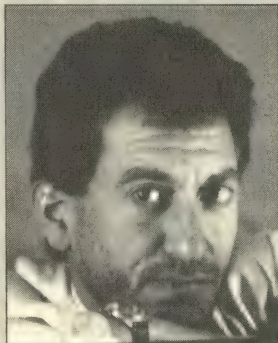
DOWN

- 90 Whip 6-0, 6-0
- 93 Puts in stitches
- 95 Snapshots
- 96 Actress Wallace
- 97 Bona fide
- 98 Lob trajectory
- 101 Hogwash
- 102 Bat wood
- 103 Song stylist Edith
- 104 Soul, to Simone
- 105 Painter Joan
- 107 Sibs
- 109 Cribbage needs
- 110 Memento
- 112 Place for stowing rackets on a plane?
- 116 Like ____ from the blue
- 117 Distinct
- 118 Shore bird
- 119 Edison's Park
- 120 '62 satellite
- 121 Jesters
- 122 Stir up
- 17 Calabash, for one
- 18 Foul-up
- 22 Command to Fido
- 25 Surgery type
- 31 Mince
- 32 Unlucky sets?
- 33 *Schnitzel* base
- 35 Fortification
- 38 "Clue" room
- 40 Taken care of
- 42 *Avril* follower
- 44 Popular Apple computer
- 45 "Every hero becomes ____ at last": Emerson
- 46 Spain's last queen
- 48 Keeps one's opponent waiting?
- 49 Position of anxiety
- 51 Black Sea arm
- 52 Encomium
- 54 In smart style
- 55 Horatian compositions
- 56 Bird's perch, perhaps
- 59 Companion of Bolger and Haley
- 62 Wine: Prefix
- 63 Evidence
- 67 More rueful
- 68 Manifestos
- 69 Ladies' man
- 70 Eye colorer
- 75 Soothsayer
- 78 Mariner's bane
- 79 Outdo
- 81 Low sound?
- 83 ____ in apple
- 85 French kings
- 86 Not kosher
- 88 Like Dixieland jazz
- 90 Afternoon tennis?
- 91 '36 Garbo role
- 92 Member of a certain college
- 94 Geological beds
- 96 Basketball coach Phelps
- 98 Freeman Gosden role
- 99 Hold firmly
- 100 Fancified flapjack
- 103 Truce time
- 106 Vaccine type
- 108 German river
- 109 Stage item
- 110 Vishnu incarnation
- 111 Scrooge, for short
- 113 48 ____ (1982 movie)
- 114 ____ Mahal
- 115 Eggs

Real Puzzles

Don Rubin doesn't mind if people don't solve his puzzles. He's happy if they just pause to enjoy the art.

Pausing at one of Rubin's eye-catching brainteasers, however, is the first step to total addiction, as readers of his nationally syndicated "Real Puzzle" have found. For after the "graphic hit," as Rubin puts it, comes a well-crafted and stubborn challenge.



A former TV ad designer and graduate of Boston University's School of Public Communication, Rubin leans naturally to visual types of puzzles, particularly with "totally off-the-wall" ideas that play off pop culture and real life.

He has fashioned mindtwisters out of such unlikely subjects as zippers, parking tickets, record labels, and the electrical system of the 1964 Mustang. He rarely repeats an idea—a tough standard after nearly 500 puzzles—and when he does, he usually adds a fresh twist. For example, he recently ran a variation on a chess problem in which pictures of Alan King, Ted Knight, Joey Bishop, and other celebrities represented the pieces that their names suggest.

Rubin, a 40-year-old native of Boston, paradoxically had no interest in puzzles as a child. His first exposure occurred some 10 years ago, when he was on vacation with a girlfriend who kept asking his help on a crossword. Returning home, he did some research and found that one out of seven Americans do crosswords at least once a week. Rubin decided he'd make a puzzle for the other six.

Thus was born "The Real Puzzle," which Rubin began in 1976 in *The Real Paper*, a weekly Boston "alternative" newspaper of politics and culture. Being a novice, Rubin "completely winged it," he says, but got his bearings as readers' mail poured in. (He opens and reads the hundreds of weekly responses himself.) With *The Real Paper*'s demise in 1981, "The Real Puzzle" was transferred to the rival *Boston Phoenix*, where it continues today. In addition, Rubin's work is syndicated to dozens of other newspapers around the country, and has been collected in five books to date.

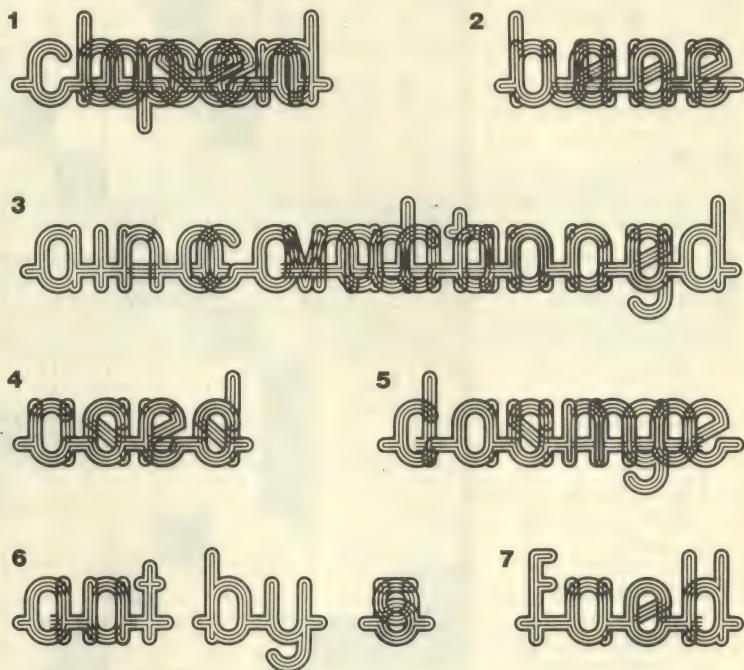
Rubin gets his puzzle ideas from a variety of sources, including industry trade shows, which he attends indiscriminately and without regard to his interests. His ideas usually start with a visual image and develop backward. The process is something like designing ads, he explains, "where you take a ludicrous premise—like toothpaste—and make it interesting. This is just the reverse."

"Creating puzzles," Rubin says, "has given me a strange sense of what is real." Or is that a strange sense of what is unreal? In Don Rubin's puzzles, it's not always easy to tell the difference.

—W. S.

1. ON THE BLINK ★

Each of the following neon signs contains two related messages, one on top of the other. They were designed to flash sequentially, of course, but what kind of puzzle would that be? Tell us what these say.



2. MATH CONFUSION ★★★

What if Arabic numerals looked like function signs and symbols? Think of the possibilities. Think some more. We've given you the key and one example. Can you solve the rest?

=	-	+	()	÷	x	/	.	0
1	2	3	4	5	6	7	8	9	0

=) = + = = -
1) 1 + 1 = 2

-) -- (+ +) = = =

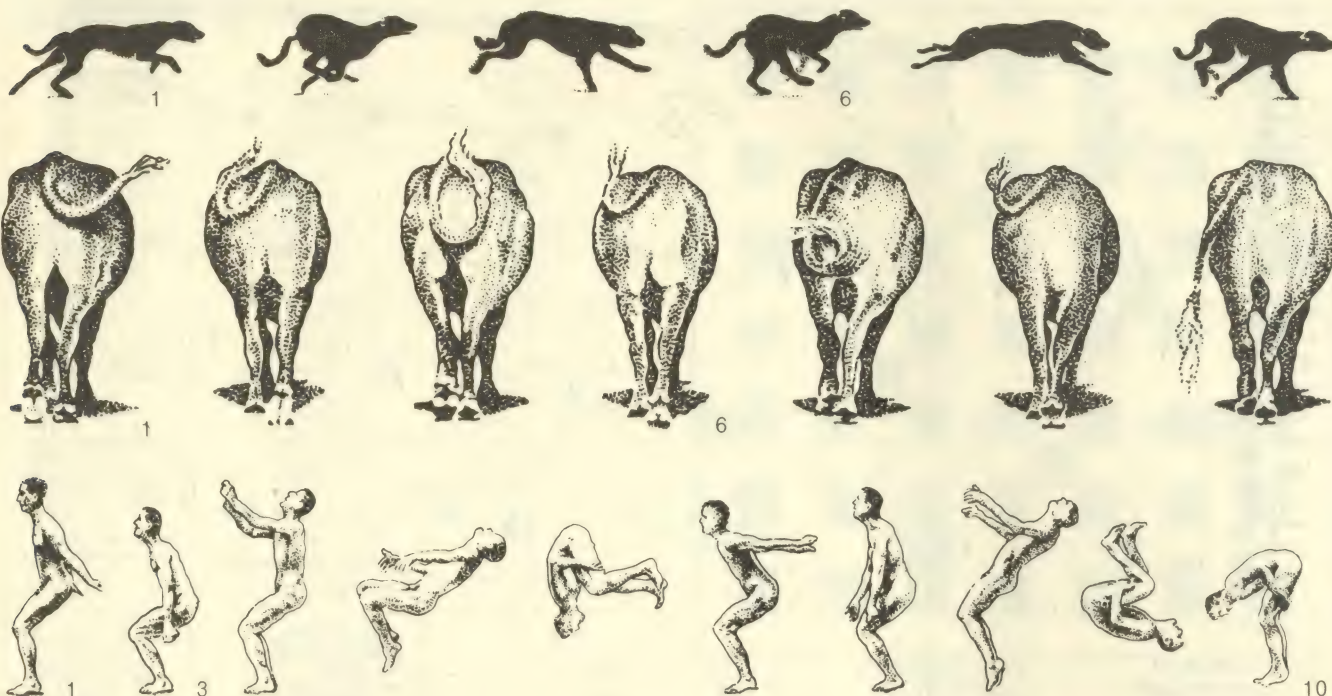
+) (x +) - x = ((- =) x =)

() - . . - - = . . = = = 0 . =

)) - + = - (- = - = =)

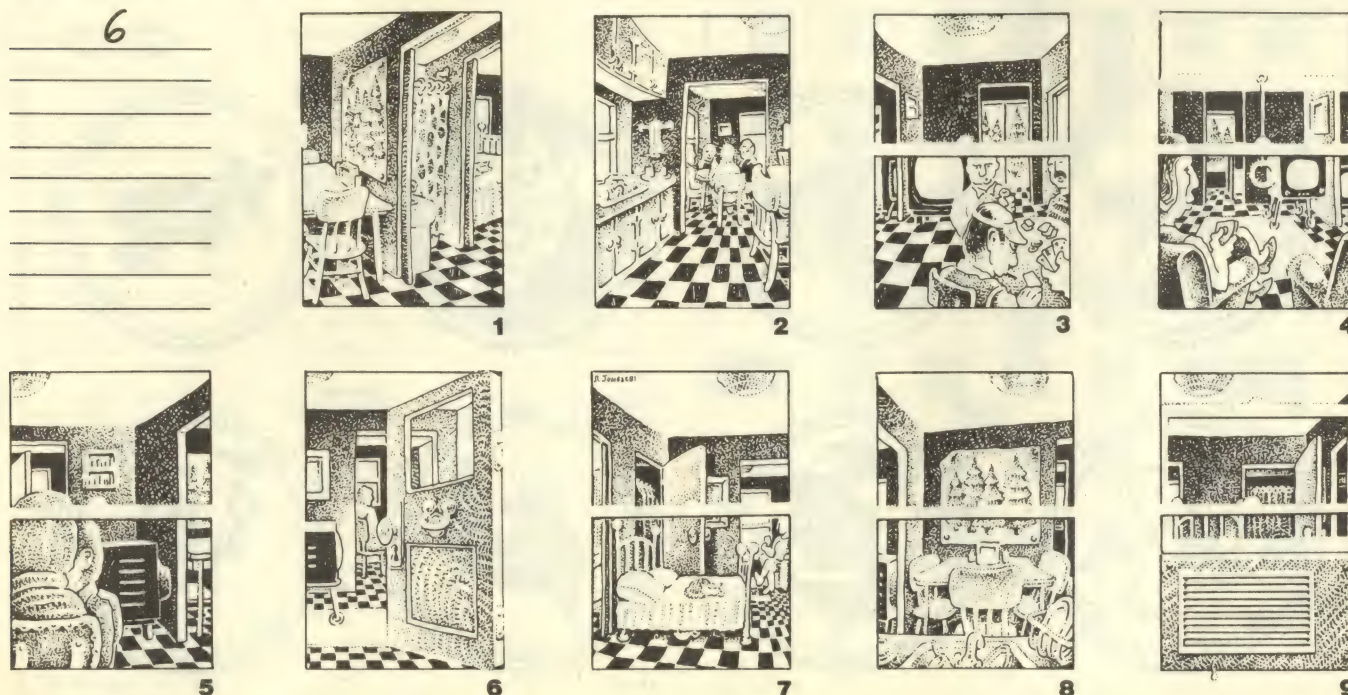
3. FIRST THINGS FIRST ★★

The puzzles here are based on Eadweard Muybridge's classic studies of motion, but the images have been rearranged. All you have to do is figure out their correct sequence. A few numbers have been positioned as starting clues. Now it's your move.



4. WINDOW PAINS ★★★

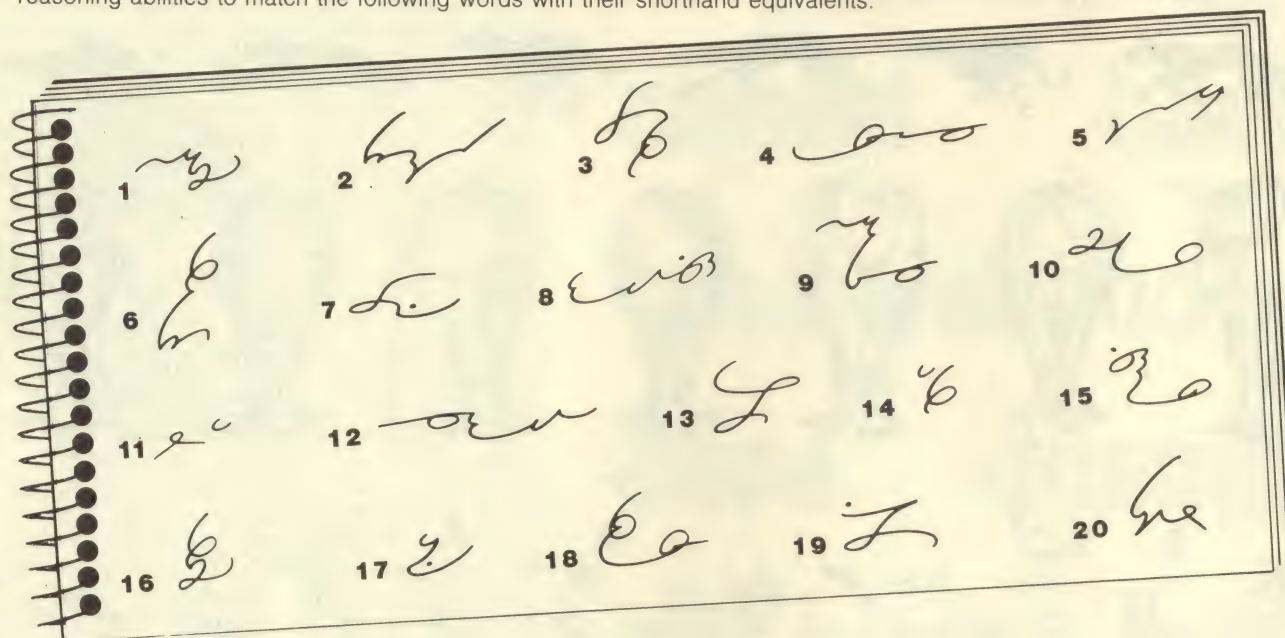
If you started at the front door and walked around this house in either direction, you'd pass each of the following windows, one by one—but not in their present order. Using the various vantage points and interior relationships as clues, see if you can determine the order of the windows.



Answer Drawer, page 63

5. WORD FOR WORD ★★

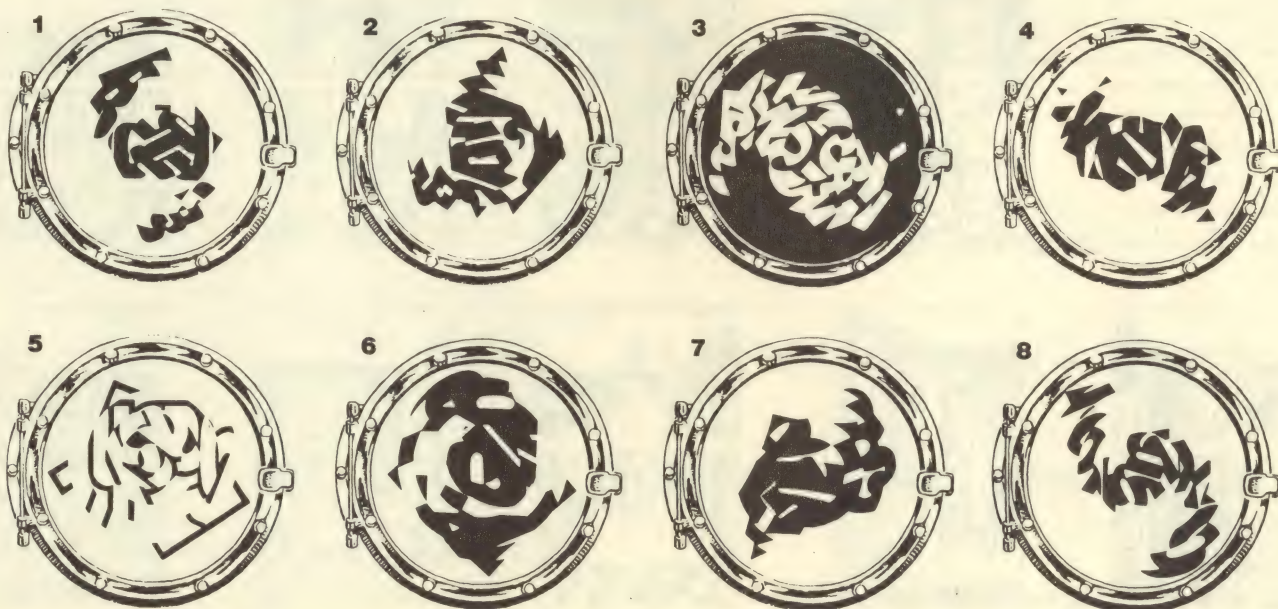
This is the word for "word" in shorthand: *2* Mark it well. Because, armed with just this bit of information, a person even totally unfamiliar with Gregg should find it possible to identify a whole variety of additional words. Use your deductive reasoning abilities to match the following words with their shorthand equivalents.



- | | | | | |
|----------------------|----------------|-----------------|--------------------|----------------|
| _____ Bookstand | _____ Playback | _____ Passbook | _____ Housefly | _____ Turnover |
| _____ Crossbowman | _____ Overpass | _____ Crossword | _____ Manslaughter | _____ Pipeline |
| _____ Bagpipe | _____ Wordplay | _____ Bowstring | _____ Backhand | _____ Password |
| _____ Slaughterhouse | _____ Offhand | _____ Lineman | _____ Standoff | _____ Handbag |

6. WASH OUT ★★★

The Tide is turning. And so are the All, Fab, Bold 3, Ajax, Oxydol, Dash, and Ivory Snow that we've tossed into the washers below. See if you can identify each of them.



Cryptic Crosswords ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

Answer Drawer, page 61

Puzzle 1 by Emily Cox and Henry Rathvon

ACROSS

- 1 Basketball player in droop rested behind room (4,11)
- 9 Italian woman soaring in winds (9)
- 10 Amulet shows \$100 damage (5)
- 11 Lure in authentic enterprises (6)
- 12 A call of distress about top fire retardant (8)
- 14 I made cloth shifts orderly (10)
- 16 Good source of water (4)
- 19 Submarine captain has sign returned (4)

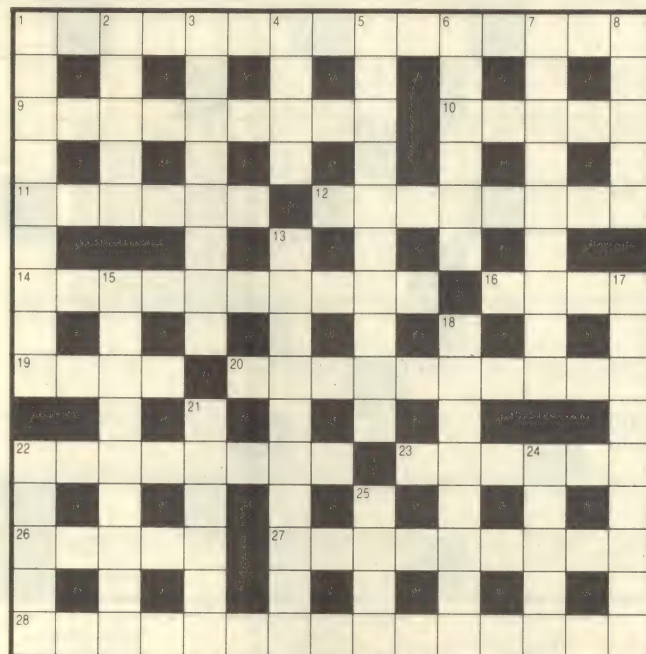
- 20 Dull Los Angeles group pocketing \$1000 (10)
- 22 In sport, drive a golf ball back to some high greenery (8)
- 23 Each pastry is eaten by pilot (6)
- 26 Compose ceremony vocally (5)
- 27 Restlessly hibernate, having to take in air (9)
- 28 Reference book taught users rose arrangement (6,9)

DOWN

- 1 Was Melville cleaner? (9)
- 2 Run on the level (5)

- 3 Murmur lovingly about booze in train (8)
- 4 A free desert (4)
- 5 The nitty-gritty: underwear piles (5,5)
- 6 Illegal business in an uproar (6)
- 7 Flat pattern Ma designed (9)
- 8 Calls northern Iowa city (5)
- 13 To thwart pain, I'd stop moving (10)
- 15 Logging makes Timothy be sound as a bell (9)

- 17 Size of general traveling steamship (9)



- 18 Call into court for splashing bean soup (8)

- 21 Setter loose in road (6)
- 22 Loom puller (5)

- 24 Diner is in theaters (5)
- 25 Topless fur fit (4)

Puzzle 2 by E. R. Galli

ACROSS

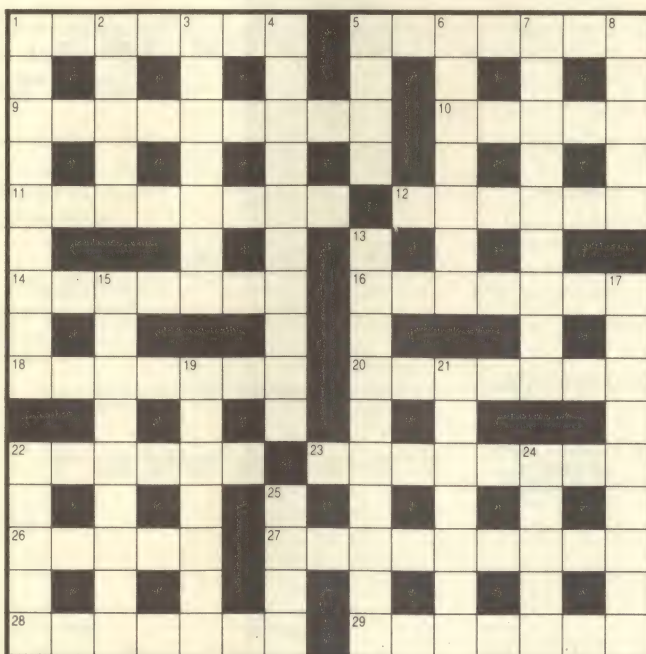
- 1 Man with cleaver cut herb into pieces (7)
- 5 Where to pick an apple or beet (7)
- 9 Inmate fixed officer of the law (9)
- 10 Greeting love after a really bad time (5)
- 11 String instrument player almost giving out (8)
- 12 Shoe with Irish accent (6)
- 14 Floral ornament pasted to trees (7)
- 16 Wrote down: "I did ten exercises" (7)
- 18 The personification of evil, long-term prisoner holds copper back (7)
- 20 Treated one drug experience (7)

- 22 Avalanche rubble buries baby (6)
- 23 Suitor gets even with real lookers (8)
- 26 Democrat on the rocks, all cut up (5)
- 27 Worker in cool lace (9)
- 28 Reached great heights in auto we're driving (7)
- 29 He makes a pitch for the unfinished oarsman (7)

DOWN

- 1 Like the Congress, America's in turmoil during rise of pound (9)
- 2 New Jersey basketball player getting high on part of a joint (5)
- 3 Jeer about oft-modified practical joke (7)

- 4 Religious leader starts to cry—this will improve reception (6,4)
- 5 Was obligated to listen to a poem (4)
- 6 Got stuck on college girl, embracing her (7)
- 7 Reptile snarled at gorilla (9)
- 8 Plane without motor finished circling river (5)
- 13 Archaic place he rents for officer (10)
- 15 Accords we broke—is this similar to a papal bull? (6,3)
- 17 Mayor does reforms—he expects a calamity (9)
- 19 The one who did the groundwork for sink (7)



- 21 Jockey rode, but he has misgivings (7)
- 22 Trainee acted strangely (5)
- 24 Wail terribly about beginning of nuptials—this is something you get from a marriage (2-3)
- 25 Help to eat bit of cherry tart (4)

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 60*

1H	2A		3Q	4D		5R	6F	7J		8O	9G	10P	11V	12J	13B		14N	15H		16P	17R
18C	19O	20L		21B	22D	23H		24R	25U	26J	27C	28B	29H	30G	31E		32O	33Q	34C	35V	36B
37J	38P	39K	40M		41J	42C	43P	44V	45R	46G	47D		48P	49T	50S	51Q		52K	53R	54U	55M
56J	57A		58C	59G		60Q	61S	62F	63U		64O	65K		66B	67D	68L		69J	70A	71V	
72J	73T	74E		75B	76Q	77G	78D	79J	80F	81N	82H	83S		84G	85D	86K	87R	88C	89O		90U
91J	92L	93Q		94E	95F		96H	97M	98O	99R	100L		101R	102F	103Q		104E	105Q	106U	107B	108D
109S	110I	111L	112M		113U	114J	115O	116Q	117E	118V	119G	120P	121C	122T	123S	124L	125N		126V	127P	128D
129T		130H	131P	132I	133D		134L	135H	136D	137S		138Q	139J		140V		141P	142K	143D		144L
145E	146F	147U	148A	149I	150B	151J		152F	153O		154T	155F	156A		157G	158C	159V	160Q	161R	162P	163N
164U	165J	166H		167D	168L	169G	170F	171O	172H		173M	174B	175U	176H	177V	178K					

- | | |
|---|--|
| <p>A. "___ Were The Days" 2 57 70 148 156</p> <p>B. Something said aloud 174 66 21 107 13 28 150 36 75</p> <p>C. Advises (of) 158 42 58 88 34 18 121 27</p> <p>D. Errol Flynn role, typically 4 143 128 47 67 167 78 108 136
133 22 85</p> <p>E. Einstein's "___ of Relativity" 94 145 104 74 117 31</p> <p>F. Hometown of Firestone, Goodyear, and Goodrich (2 wds.) 6 62 80 95 102 146 155 170 152</p> <p>G. Talkativeness 30 59 77 157 9 84 119 46 169</p> <p>H. Sport suitable for play on a greensward (2 wds.) 176 135 96 82 29 15 130 166 1
23 172</p> <p>I. Self-proclaimed "The Greatest" 149 132 110</p> <p>J. What kids say, according to Art Linkletter (2 wds., with "The") 114 165 7 139 151 12 26 37 72
91 79 69 56 41</p> | <p>K. City called "The Queen of the Adriatic" 39 52 65 86 178 142</p> <p>L. Result (in) 20 111 68 124 134 168 92 144 100</p> <p>M. Delhi "dollar" 97 55 173 40 112</p> <p>N. Grayish South American monkey 14 81 125 163</p> <p>O. Tending to spread from one person to another 98 171 153 32 89 19 64 115 8</p> <p>P. 1984 Goldie Hawn film (2 wds.) 10 16 38 43 48 120 127 131 141 162</p> <p>Q. Apathetic 3 93 51 138 33 105 116 160 103
76 60</p> <p>R. Bottom line figure (2 wds.) 53 45 99 24 17 101 5 161 87</p> <p>S. Small, pointed beard 83 50 61 109 123 137</p> <p>T. "Don't fence me in," e.g. 122 49 129 154 73</p> <p>U. Complete reversal of position (hyph.) 25 175 54 147 90 106 113 164 63</p> <p>V. Wink 44 11 159 71 177 118 140 126 35</p> |
|---|--|

Animal Crackers ★☆☆

by Burt Hochberg

Each answer below is the name of an animal in which a common four-letter word has been replaced by a set of dashes. Can you complete the missing lynx by deducing all 12 words?

Answer Drawer, page 60

FOLD THIS PAGE

The World's Most Ornerly Crossword

by Henry Hook

On a First-Name Basis

his and the next two pages has two clues: "Hard" and "Easy." First, fold the dashed line so the clues below face page 39. If you use only the Hard Clues (and continuing under the grid), you'll find only challenging. If you want help, or a challenge, open to the Easy Clues (our fold on page 38).



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- | | |
|---|------------------------------------|
| 64 Knucklehead | 118 Polecat's defense |
| 65 Vatican vestments | 120 Milwaukee output |
| 66 All About Eve actress Thelma | 122 Puppeteer Baird |
| 69 Suppress | 124 Mismatched Merles |
| 70 Yucky terrain | 128 Owl's home, perhaps |
| 71 They take great interest in their work | 129 Nonchalant sort |
| 72 Esau's old man | 131 Turniplike delicacy |
| 73 Half a large bottle? | 132 TV news equipment |
| 75 A pair of Genes | 135 Raskolnikov |
| 77 What Jack the Ripper did | 136 Censor, in a way |
| 79 The flock | 138 Mrs. Copperfield |
| 80 Erstwhile Mideast org. | 139 Put- (gambling game) |
| 81 No no? | 140 "Thus with I die": Romeo |
| 82 ♠♥♣♦ J | 141 Row |
| 83 Third highest trump, in some games | 143 A couple of Christophers |
| 84 Disharmony | 146 Nobel-winning physician George |
| 86 Author of 33-Across | 147 Poet's foot |
| 88 Neighbor of Pol. | 148 Mahatma's disciples |
| 89 Just the same | 149 Night lights |
| 90 Effected | 150 Part of the head? |
| 94 Duo of Dales | 151 Pajama Game writer |
| 97 Water, water everywhere | 152 Kawasaki rival |
| 98 Spider or wok, e.g. | 153 Dennis or Duncan |
| 99 They have their ups and downs | |
| 00 Frosty's button | |
| 01 "calling!" | |
| 02 Obstinate | |
| 03 Time-honored | |
| 04 Rather | |
| 05 Osterizer's chore | |
| 08 Taradiddle | |
| 09 Spring bloomer | |
| 10 Luge | |
| 11 Long | |
| 12 Roster | |
| 14 To be in Barcelona | |
| 115 Solver's goal | |
| 117 "Oh-voh-de-oh" follower | |

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8. Losing water / Regal _____
9. Goodbye / Government aid _____
10. Happen again / Spicy Indian dish _____

tiendra"
(revolutionary song)
62 Neighbor of Jupiter

DOWN

- 1 Ne plus ultras
2 Decalogue verb
3 Pair of Pats
4 Samantha Sang it in 1978
5 Cooler's kin
6 Eves' antitheses
7 Is multiplied?
8 Require another putt
9 Mixed Michaels

Double Cross ★★

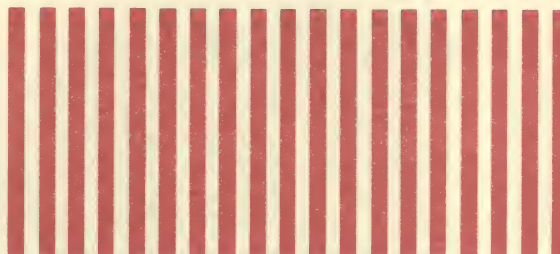
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18C	19O	20L		21B	22D	23H															
37J	38P	39K	40M		41J	42C															
56J	57A		58C	59G		60Q															
72J	73T	74E		75B	76Q	77G															
91J	92L	93Q		94E	95F																
109S	110I	111L	112M		113U	114J															
129T		130H	131P	132I	133D																
145E	146F	147U	148A	149I	150B	151J															
164U	165J	166H		167D	168L	169G															

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The Days" 2 57 70 148 15
- B. Something
said aloud 174 66 21 107 1
- C. Advises (of) 158 42 58 88 3
- D. Errol Flynn
role, typically 4 143 128 47 6
- E. Einstein's
"___ of
Relativity" 94 145 104 74 11
- F. Hometown of
Firestone,
Goodyear, and
Goodrich
(2 wds.) 6 62 80 95 10
- G. Talkativeness 30 59 77 157 _
- H. Sport suitable
for play on
a greensward
(2 wds.) 176 135 96 82 2
- I. Self-proclaimed
"The Greatest" 149 132 110
- J. What kids say,
according to
Art Linkletter
(2 wds., with
"The") 114 165 7 139 151

12 26 37 72
91 79 69 56 41

reversal of
position (hyph.)

V. Wink

25 175 54 147 90 106 113 164 63
44 11 159 71 177 118 140 126 35

Animal Crackers ★☆☆

by Burt Hochberg

Each answer below is the name of an animal in which a common four-letter word has been replaced by a set of dashes. Can you complete the missing lynx by deducing all 12 words? *Answer Drawer, page 60*

Ex. WALL A B Y

1. CH _ _ _ _ I L L A

2. _ _ _ _ AT

3. G O _ _ _ _ A

4. O _ _ _ _ U T A N

5. _ _ _ _ M U N K

6. H A R T E _ _ _ _ T

7. _ _ _ _ A L O

8. B E _ _ _ _

9. _ _ _ _ L L E

10. _ _ _ _ A T E R

11. B A _ _ _ _

12. _ _ _ _ H E R

Switchcraft ★☆☆

by Steve Clar

The first clue in each line below suggests a two-syllable word in which the first and last syllables can be phonetically switched to form a word answering the second clue. For example, in #1, the clue "Lord's wife" leads to LADY (lay-dee), while "Postponement" suggests DELAY (dee-lay). If you can solve the other nine pairs, you're clearly a sound thinker. *Answer Drawer, page 60*

1. Lord's wife / Postponement _____
2. Chase / Apartment overseer _____
3. Leave of absence / Slip-on shoe _____
4. Saving / Little finger _____
5. Impudent / Teeter-totter _____
6. Relevant / Hay trough _____
7. Environs / Immature _____
8. Losing water / Regal _____
9. Goodbye / Government aid _____
10. Happen again / Spicy Indian dish _____

FOLD THIS PAGE

The World's Most Ornery Crossword

by Henry Hook

On a First-Name Basis

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

Hard Clues ★★★

ACROSS

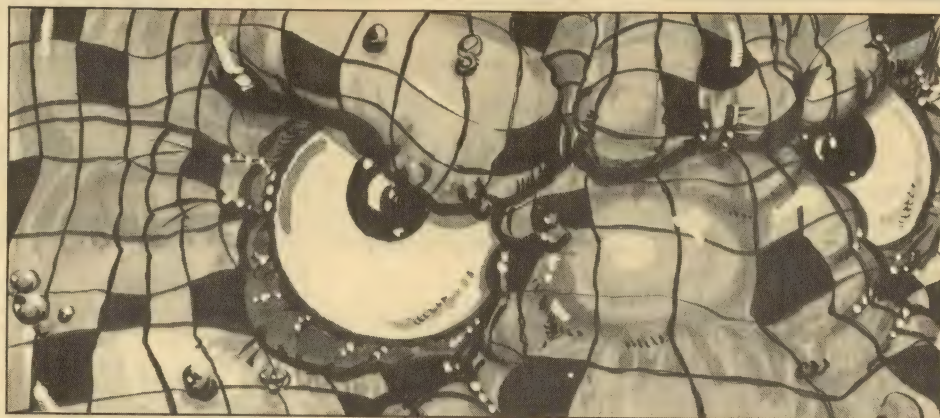
- | | | |
|--|---|------------------------------------|
| 1 Boeotians | 64 Knucklehead | 118 Polecat's defense |
| 6 Author Proust | 65 Vatican vestments | 120 Milwaukee output |
| 12 Mechanical key | 66 <i>All About Eve</i> actress Thelma | 122 Puppeteer Baird |
| 18 Hemingway, informally | 69 Suppress | 124 Mismatched Merles |
| 22 Show impatience | 70 Yucky terrain | 128 Owl's home, perhaps |
| 23 "Peerless ____" (Queen Elizabeth) | 71 They take great interest in their work | 129 Nonchalant sort |
| 24 Old lucre of Linz | 72 Esau's old man | 131 Turniplike delicacy |
| 25 Red cattle breed | 73 Half a large bottle? | 132 TV news equipment |
| 26 He-Lee and she-Lee | 75 A pair of Genes | 135 Raskolnikov |
| 28 "____ the Night and the Music" | 77 What Jack the Ripper did | 136 Censor, in a way |
| 29 What nitpickers split | 79 The flock | 138 Mrs. Copperfield |
| 30 Euphoria | 80 Erstwhile Mideast org. | 139 Put-____ (gambling game) |
| 31 Vasily's veto | 81 No no? | 140 "Thus with ____ I die": Romeo |
| 33 1849 story, "____ a Paragrab" | 82 ♠♥♦♣ J | 141 Row |
| 34 Chopping spree? | 83 Third highest trump, in some games | 143 A couple of Christophers |
| 35 One of the Leewards | 84 Disharmony | 146 Nobel-winning physician George |
| 36 Gangrene, e.g. | 86 Author of 33-Across | 147 Poet's foot |
| 38 Coruscate | 88 Neighbor of Pol. | 148 Mahatma's disciples |
| 39 Lunkhead | 89 Just the same | 149 Night lights |
| 40 Mixed Merediths | 90 Effected | 150 Part of the head? |
| 43 "____ the fields we go . . ." | 94 Duo of Dales | 151 <i>Pajama Game</i> writer |
| 44 Locale | 97 Water, water everywhere | 152 Kawasaki rival |
| 46 #1 song by Styx, 1979 | 98 Spider or wok, e.g. | 153 Dennis or Duncan |
| 47 Frightening word | 99 They have their ups and downs | |
| 48 Piper's place, to natives | 100 Frosty's button | |
| 50 It's full of (o)ink | 101 "____ calling!" | |
| 51 Upper bound | 102 Obstinate | |
| 53 1942 Preakness winner | 103 Time-honored | |
| 56 Bill, of <i>Maude</i> | 104 Rather | |
| 57 Calculators' ancestors | 105 Osterizer's chore | |
| 61 "Ça ____ , ça tiendra" (revolutionary song) | 108 Taradiddle | |
| 62 Neighbor of Jupiter | 109 Spring bloomer | |
| | 110 Luge | |
| | 111 Long | |
| | 112 Roster | |
| | 114 To be in Barcelona | |
| | 115 Solver's goal | |
| | 117 "Oh-voh-de-oh" follower | |

DOWN

- 1 *Ne plus ultras*
- 2 Decalogue verb
- 3 Pair of Pats
- 4 Samantha Sang it in 1978
- 5 Cooler's kin
- 6 Eves' antitheses
- 7 Is multiplied?
- 8 Require another putt
- 9 Mixed Michaels

The World's Most Ornerly Crossword (continued)

Don't Peek Until
You Read
Page 37!



MICHAEL MCCANN

Easy Clues ★

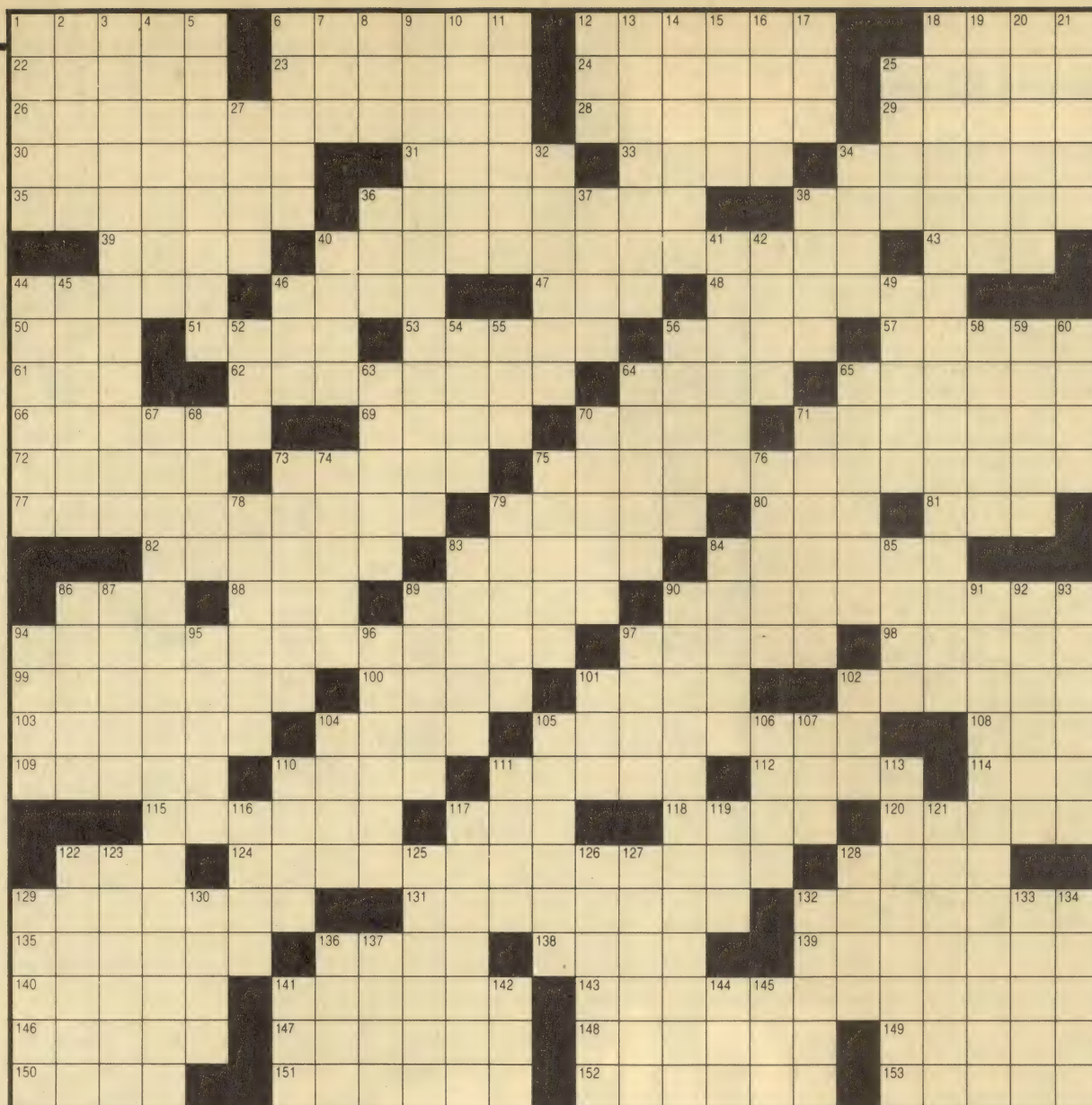
ACROSS

- 1 Donkeys
6 Pantomimist Marceau
12 Wooden slat (SPINEL anag.)
18 Mama's mate
22 Winner, for short
23 Author Fallaci (NO ARIA anag.)
24 Old Austrian coins (RON KEN anag.)
25 Exeter's shire
26 Actor and actress named Lee: 2 wds.
28 "___ Me Against the World": 2 wds.
29 Strands of a wig
30 Great happiness
31 No, to Nikita
33 "Ped ___" (road sign)
34 A martial art
35 British West Indian island: 2 wds.
36 Tissue death (IN SCORES anag.)
38 Shimmer
39 TV clown of yore
40 Composer and TV star named Meredith: 2 wds.
43 "___ the ramparts..."
44 Part of an act
46 Baseball legend Ruth
47 Ghost's cry
48 West German city (LAM HEN anag.)
50 Ballpoint, e.g.
51 *Fiddler on the* ___
53 Racehorse of '42 (BALSA anag.)
56 Gimbel's rival
57 Ancient counting devices
61 Nest-egg bank acct.
- 62 Miniature planet
64 Steve Martin film, with *The* ___
65 Papal capes (SO REAL anag.)
66 *Three's a Crowd* star John ___
69 Cold-shoulder
70 Marshland
71 Unscrupulous moneylenders
72 Sir ___ Newton
73 Metric quart
75 Boxer and actress named Gene: 2 wds.
77 Threatened with violence, British-style
79 Nonclergy
80 Egypt, formerly: Abbr.
81 Of course
82 Scoundrels
83 "Stop!": Ital. (A STAB anag.)
84 Rift
86 "The Raven" poet
88 Berlin's country: Abbr.
89 Similar
90 Brought about
94 Author and "cowgirl" named Dale: 2 wds.
97 Pacific, for one
98 Young cooking chicken
99 Elevator operators, in England
100 Organ of smell
101 Shakespeare's river
102 Rock duo ___ Dan
103 Ancient
104 Somewhat: 2 wds.
105 Mixing together
108 Falsehood
109 Buttercup relative
110 Kane's "Rosebud," e.g.

- 111 Long (for)
112 List of names (TARO anag.)
114 Sun. speech
115 Reply
117 Modeling toy, Play-___
118 Stench
120 "Draft" drinks
122 1,000,000,000: Abbr.
124 C&W singer and actress named Merle: 2 wds.
128 Farm structure
129 Hip kinda guy: 2 wds.
131 Cabbage kin
132 Portable videotaping device
135 *Crime and Punishment* hero (INDOOR anag.)
136 Radar-screen dot
138 "Dumb" name?
139 Give ___ (compromise): 2 wds.
140 "Sealed With ___": 2 wds.
141 Din
143 Actor and actress named Christopher: 2 wds.
146 North Dakota city (I'M NOT anag.)
147 Poetic foot type (I'M A SUB anag.)
148 Followers of an occult philosophy (EL CASH anag.)
149 Gas-filled lights
150 Hammer part
151 Costello's partner
152 ___-Davidson motorcycle
153 Orphan Annie's dog

DOWN

- 1 High points
2 "Thou ___ not kill"
3 TV emcee and rock singer named Pat: 2 wds.
4 Feeling
5 Wine drink
6 Daybreaks, poetically
7 *You ___ There*
8 Edge
9 Actor and actress named Michael: 2 wds.
10 *Britannica*, e.g.: Abbr.
11 L.A. basketball team
12 Firmament
13 In the next month (POOR MIX anag.)
14 Author ___ May Alcott
15 ___ instant (quickly): 2 wds.
16 N.E. states: Abbr.
17 Conclude
18 Journalist and child star named Drew: 2 wds.
19 Fly a plane
20 Composer Cole
21 Goose genus (SNARE anag.)
25 Hindu wet nurse (I HAD anag.)
27 Explorer Hernando de ___
32 "Alas!": 2 wds.
34 Swiss painter Paul
36 Penpoint
37 Uppity type
38 Somewhat risqué
40 Drift on a breeze
41 Use a credit card
42 Pool table accessory
44 *The ___ of '76*
45 Cherry red
46 Derek and Diddle
49 Old Western star, Lash ___
52 Rowboat need
54 Frown
55 Bro or sis
56 Labor leader George
58 Coeur d'___ Idaho
59 Goddess of agriculture (SEE R.C. anag.)
60 Suburb of Paris
63 Sen. Kefauver
64 Revolutionary government
65 Husband of Isis (ROSS II anag.)
67 Footballer and TV personality named Fran: 2 wds.
68 Business school course, for short
70 Rather
71 Salt Lake City resident
73 One kind of maid
74 River to the Rhône
75 Chores
76 Desert plant
78 Tattered and torn
79 Singer Frankie
83 Explosion
84 Upward movement (D.C. SEN. anag.)
85 Winnow
86 Baseball legend Satchel
87 Gluck opera, ___ *ed Eurydice* (E FOR O anag.)
89 Shun
90 Actor and actress named Carroll: 2 wds.
91 Actor and actress named Leslie: 2 wds.
92 More slippery
93 Laundromat machines
94 Applaud
95 Welsh playwright Williams (N.Y. ELM anag.)
96 TV sportscaster Dick
97 Finished
101 Chicken ___ king: 2 wds.
102 Bilko or Pepper: Abbr.
104 Cost an arm and ___: 2 wds.
105 "Lo!"
106 Press clothes
107 Neither's mate
110 Hit a bug
111 Tenth Hebrew letter
113 Forsakes
116 Indo-Chinese people (NASH anag.)
117 Non-graduate
119 "___ Hear a Waltz?": 2 wds.
121 Region of Ethiopia (TREE AIR anag.)
122 Gambling agent
123 It's put on a cut
125 With hands on hips
126 Introduce, as a topic
127 Singer Kitt
128 Box: Var.
129 Swimmer's woe
130 Price
132 Large and bulky
133 Four of ___ (poker hand): 2 wds.
134 Sloppy
136 Tattle
137 Young sheep
141 Govt. spy org.
142 Q-U connection
144 Under the weather
145 No: Scot.



Answer Drawer, page 62

Hard Clues (cont'd)

- | | | | | | |
|-------------------------------------|-------------------------------|--------------------------------|-------------------------------------|---------------------------------|-------------------------------------|
| 10 Ref. work | 32 "That's a shame!" | 60 ____-les-Moulineaux, France | 78 Horatio Alger's ____ <i>Dick</i> | 97 In excess | 122 Bet middler |
| 11 Kareem and Magic, e.g. | 34 Bauhaus instructor | 63 ____ Park, Colorado | 79 "Moonlight Gambler" singer | 101 Mobile home?: Abbr. | 123 Kelp byproduct |
| 12 <i>Guys and Dolls</i> role | 36 Bill | 64 Political council | 83 Wild party | 102 York or Snorkel: Abbr. | 125 Indicating "offside" |
| 13 Next month | 37 Huffy highbrow | 65 "Many-eyed" Egyptian god | 84 Heave in a wave | 104 Something to shake or break | 126 Roasting spit |
| 14 1950 Spring Byington film | 38 Marriage: Suffix | 66 Float | 85 Sort (through) | 105 View | 127 Catwoman Kitt |
| 15 "____ 18th-Century Drawing Room" | 41 A real kick | 67 Boy-Fran and girl-Fran | 86 Cleveland Indian rookie of 1948 | 106 Shackle | 128 Cubicle: Var. |
| 16 Me., Vt., Conn., etc. | 42 Dungeon device | 68 Keynes's field: Abbr. | 87 Gluck hero | 107 Postman's Creed word | 129 Restrain |
| 17 Defended wicket, in cricket | 44 Seance visitor | 70 Completely | 89 Have no truck with | 110 Mid-'70s police show | 130 Outlay |
| 18 Drew x 2 | 45 Reddish shade | 71 Sen. Jake Garn, e.g. | 90 Medley of Carrolls | 111 Teth's follower | 131 Big |
| 19 Fly | 46 Swenson and Derek | 73 What POSSLQs do | 91 Linked Leslie | 113 Drops | 132 "Time is ____ friend": Teasdale |
| 20 Bagman? | 49 One <i>Hill Street</i> cop | 74 Grenoble's department | 92 Harder to catch | 116 Burmese language | 134 Slobbish |
| 21 Gaius's gander | 52 Crewperson | 75 Gotta-be-done stuff | 93 Beauty salon fixtures | 117 Quit | 136 Let the cat out of the bag |
| 25 Madras midwife | 54 Scowling look | 76 New Mexico's state flower | 94 Keep the tempo, in a way | 119 "Where ____ begin . . .?" | 137 Ewe kid? |
| 27 "And ____ bed": Pepys | 55 Blood relative | | 95 Actor Williams | 121 Asmara's province | 141 Undercover grp. |
| | 56 Curmudgeon | | 96 Host of <i>Sports Challenge</i> | | 142 Post-Q queue |
| | 58 Awl: French | | | | 144 "____ be!" |
| | 59 Demeter's alter ego | | | | 145 Dundee denial |

Travel Bingo ☆☆

by Will Shortz

An Automobile Game

This is a game we devised for a cross-country trip last fall.

To play, two players (or two teams of players) sitting on opposite sides of the car each need a pen or pencil and one of the two identical game cards shown on this page.

The object is to locate the listed items on one's own side of the road and to cross them off the card as they are found. Sightings should be called out so that they may be verified by the other player or a neutral observer.

The winner is the first person to score a "bingo"—a complete set of six items in any row, column, or corner-to-corner diagonal.

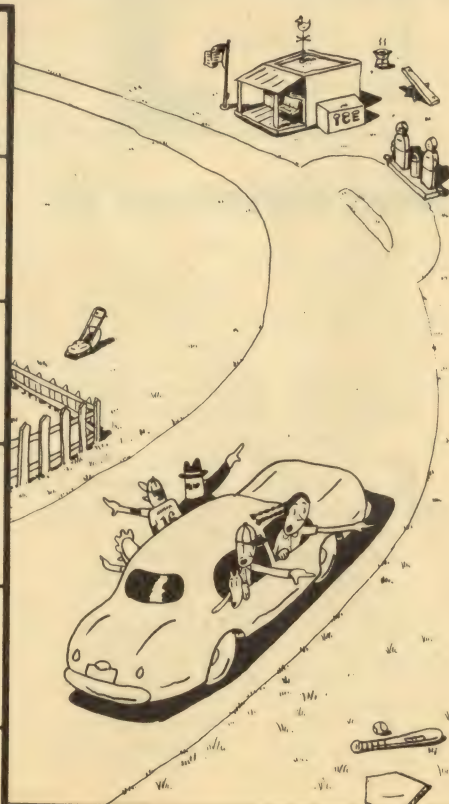
On long trips, the game may be continued until one player spots all 36 items on the card (good luck!) or finds more of them than the other player by the end of the trip.

A word to the driver before starting: While Travel Bingo can be played on any kind of road, smaller, two-lane highways are best. The interstates miss a lot of the good stuff.

 PICNIC TABLE	 HORSE	 BASKETBALL HOOP	 LADDER	 BARBERSHOP	 BULLDOZER
 TRICYCLE	 HITCHHIKER	 AIR CONDITIONER	 DUCK	 ICE MACHINE	 TRACTOR
 TV SATELLITE DISH	 TEETER-TOTTER	 MOVIE THEATER	 TOY WAGON	 MAN WITH A COWBOY HAT	 CHURCH
 CANOE	 LAWN MOWER	 WEATHERVANE	 SIGN WITH THE LETTER Q	 DIGITAL CLOCK	 PIZZA PARLOR
 NEWSPAPER MACHINE	 PORCH SWING	 BARBECUE GRILL	 OVERTURNED AUTO	 TWO-PUMP GAS STATION	 WHITE PICKET FENCE
 RED BARN	 NO TRESPASSING SIGN	 BASEBALL FIELD	 AMERICAN FLAG	 SOLAR PANELS	 GARDEN HOSE



 PICNIC TABLE	 HORSE	 BASKETBALL HOOP	 LADDER	 BARBERSHOP	 BULLDOZER
 TRICYCLE	 HITCHHIKER	 AIR CONDITIONER	 DUCK	 ICE MACHINE	 TRACTOR
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BEEGUILERS

★★

BY KEITH RINGKAMP



Go Fly a Kite

At left are seven box kites, each made from 12 sheets of paper that are colored the same on both sides. Can you find the two kites having identical color schemes?



Saving Face

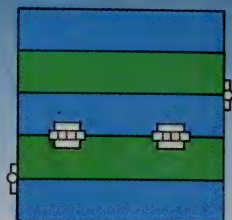
Shown above are three different views of the same eight-sided diamond. What color is the side marked with a question mark?

YOU MAY LOOK GOOD, BUT HOW WELL DO YOU SEE? CAST AN EYE AT THESE VISUAL TEASERS AND FIND OUT.

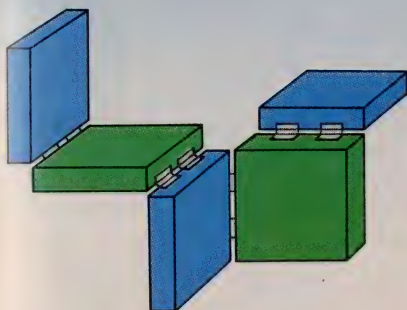
Answer Drawer, page 64

Coming Unhinged

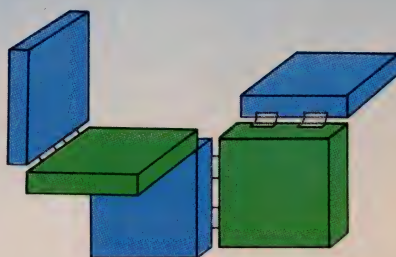
Five square tiles that are connected together with hinges are shown in a side view at right. Which of the four pictures below, labeled A-D, represents how the boards would appear when unfolded?



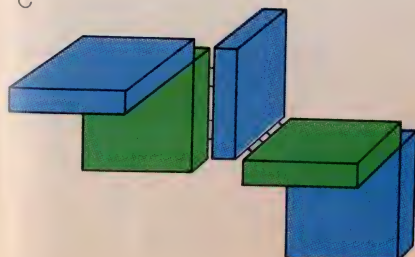
A



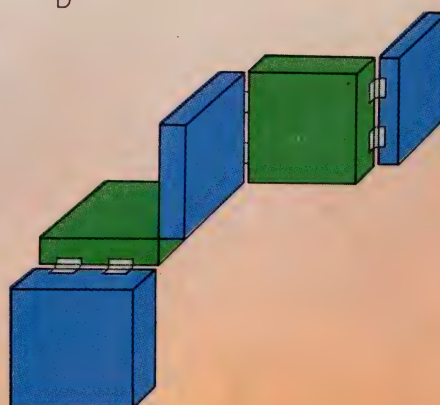
B



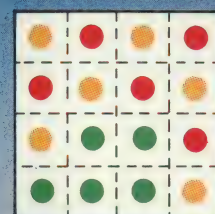
C



D



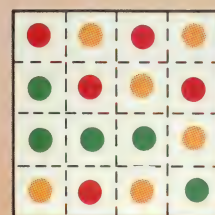
A



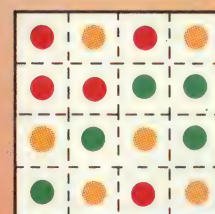
Square Deal

Square A above can be divided along some of the dotted lines to form four pieces that are identical in shape but not in color. The same four parts can be rearranged, much like pieces of a jigsaw puzzle, to duplicate both of the other two squares below. Can you correctly divide Square A into these constituent parts?

B



C



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11. M/J 1979	12. J/A 1979	13. S/O 1979	14. N/D 1979	15. J/F 1980	16. M/A 1980	17. M/J 1980	18. J/A 1980	19. S/O 1980	20. N/D 1980
21. J/F 1981	22. M/A 1981	23. M/J 1981	24. J/A 1981	25. S/O 1981	26. N/D 1981	27. J/F 1982	28. M/A 1982	29. M/J 1982	30. J/A 1982
31. Sep 1982	32. Oct 1982	33. Nov 1982	34. Dec 1982	35. Jan 1983	36. Feb 1983	37. Mar 1983	38. Apr 1983	39. May 1983	40. June 1983
41. July 1983	42. Aug 1983	43. Sep 1983	44. Oct 1983	45. Nov 1983	46. Dec 1983	47. Jan 1984	48. Feb 1984	49. Mar 1984	50. Apr 1984
51. May 1984	52. June 1984	53. July 1984	54. Aug 1984	55. Sep 1984	56. Oct 1984	57. Nov 1984	58. Dec 1984	59. Jan 1985	60. Feb 1985
61. Mar 1985	62. Apr 1985	63. May 1985	64. June 1985	65. July 1985	66. Aug 1985	67. Sep 1985	68. Oct 1985	69. Nov 1985	70. Dec 1985
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A STREETWISE PICTURE PUZZLE

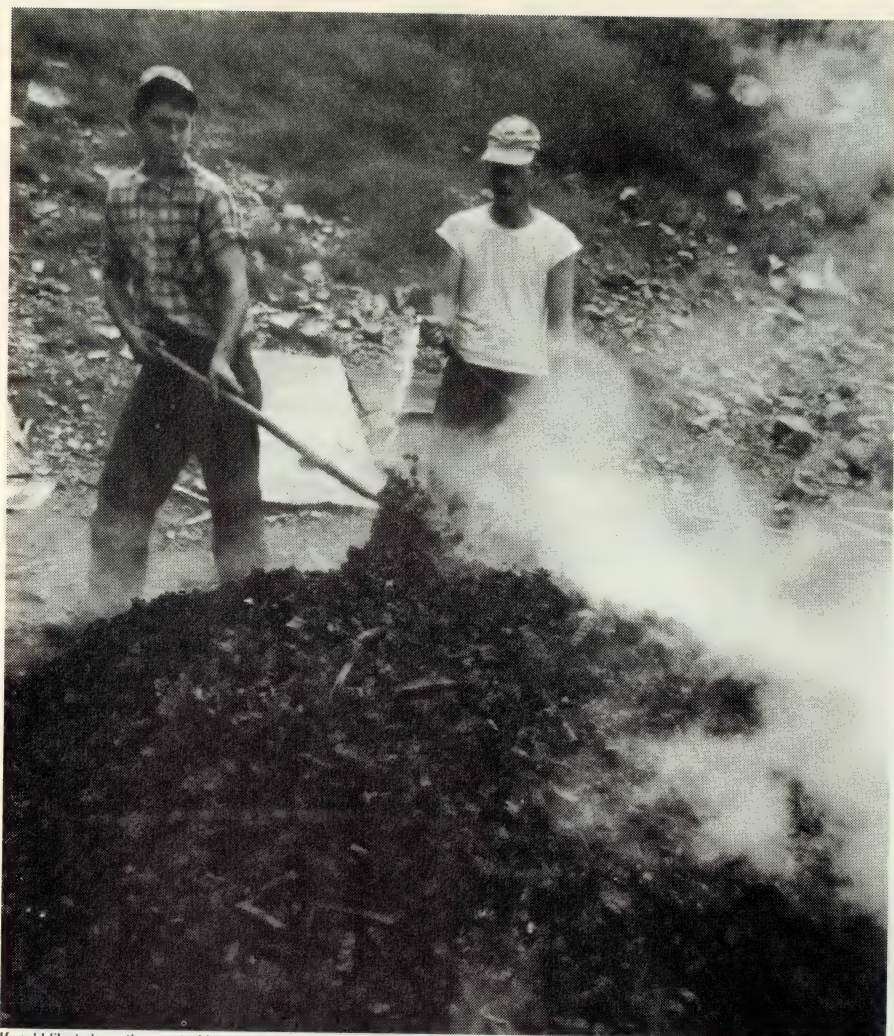
by Morgan Pickard



In laying out the downtown of this city, town planners played with the names of famous streets of fact and fiction. Cutting through the city center, for example, is Penny Lane, represented by the large copper set in the middle of the road. Each of the other 15 byways (among them a well-known square) is similarly named. Identifying them should be right up your alley.

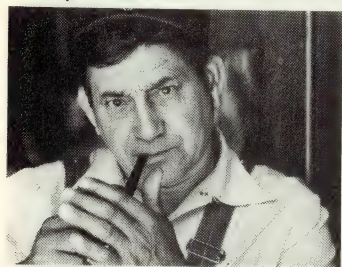
Answer Drawer, page 64





If you'd like to know the secret of burning wood into charcoal, drop Mr. Bateman a line at our distillery.

25 YEARS AGO, Jack Bateman learned a skill only a handful of others know.



As an apprentice ricker, Jack was taught the knack of burning hard maple wood into charcoal. We need this charcoal because nothing

does a better job of smoothing out our whiskey. Of course, Mr. Bateman has changed a bit since his early days in the rickyard. But thanks to 25 years of his hard maple charcoal, Jack Daniel's Whiskey has stayed exactly the same.



CHARCOAL MELLOWED DROP BY DROP



EQUIPMENT

Two contrasting sets of nine pieces each ("archers"), which must directionally indicate forward and backward (a cut-up photocopy of the archers printed opposite page, far right, may be used, or pieces may be improvised), and the board shown.

SETUP

Each player chooses one of the 3 x 3 "woods" areas to defend, then places his set of archers on his nine woods squares, one archer per square. Archers in the dark woods must be pointed north; those in the light woods must face south.

OBJECT

The first player to move one of his archers into the opponent's woods wins.

MOVEMENT

Players move in turn, the first player being chosen randomly. Each turn, a player must make exactly two maneuvers. A maneuver consists of either (1) moving an archer one square, either straight ahead or straight back (in relation to the direction the archer's arrow is currently pointing) onto an unoccupied square, without changing the direction the archer is facing; or (2) rotating an archer 90 degrees. On a turn, a player may perform one maneuver with each of two different pieces, or he may perform two maneuvers with the same piece.

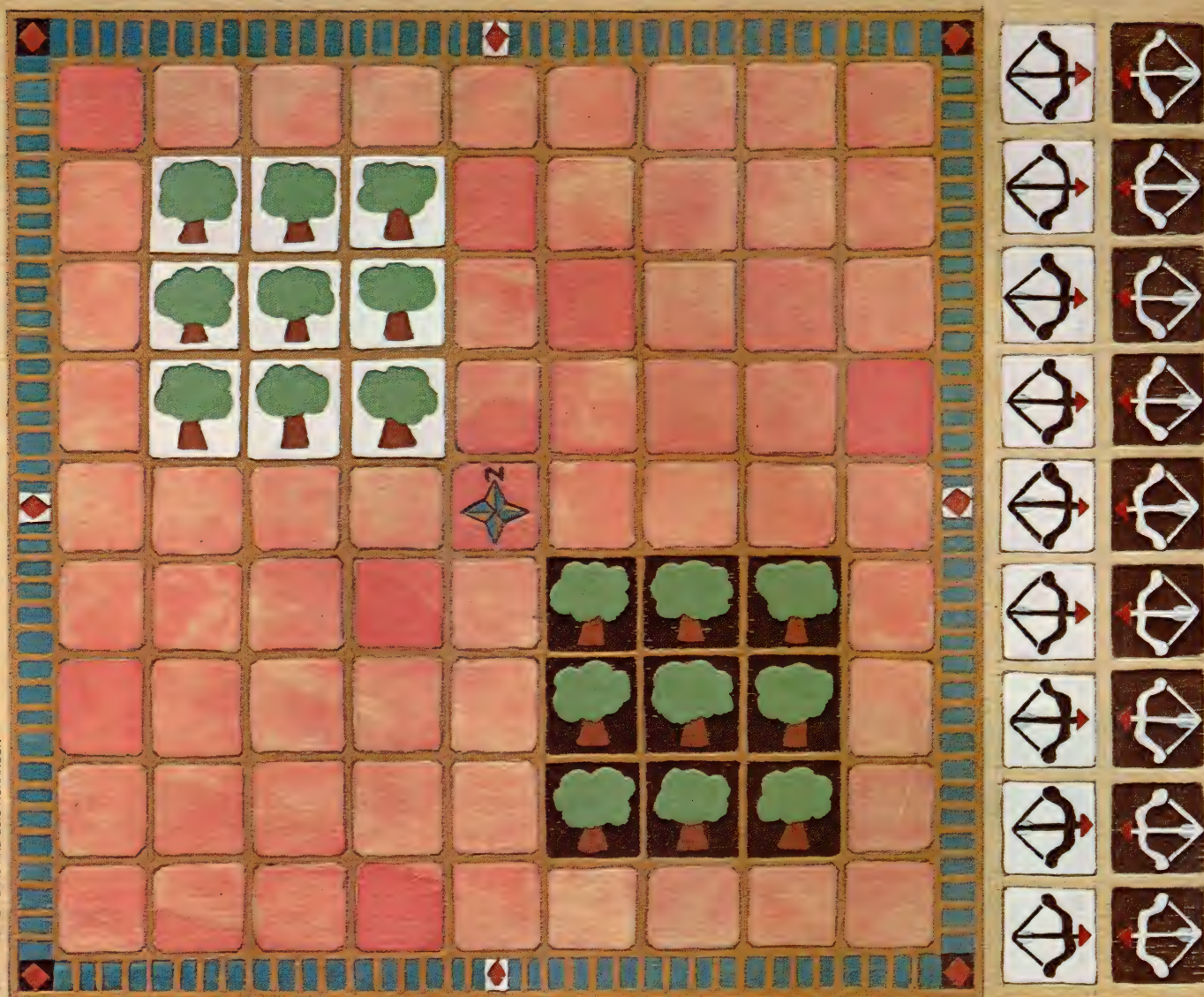
A player may use any combination of maneuvers in a turn; that is, he may make two moves, two rotations, or one move and one rotation (in either order).

There is just one restriction: Each turn must change the board position in some way. (This rule prevents a player from "passing" by moving or rotating the same piece back and forth.)

ZONES OF CONTROL

Each archer exerts a "zone of control" over the three squares directly in front of

George L. Stupecky, who works in pharmacological research at the University of California at Irvine, emigrated from Czechoslovakia in 1981. He based Archers on a photo of an old European board game with unknown rules.



it, except for squares blocked by intervening archers. (Both friendly and enemy archers block zones of control.) No archer may move into or through the zone of control of an opposing archer. An archer already in an enemy zone of control may leave it (but may not pass through other enemy-controlled squares in order to do so), or may rotate; or may both rotate and move out of the zone. (See Attack and Capture, below.)

ATTACK AND CAPTURE

An archer that finds itself in an enemy zone of control is "under attack." If an attacked archer does not escape from the enemy zone of control immediately, it may be captured. A captured archer is removed from the board (the archer that "shot" it stays where it is).

Making a capture is always optional. Capturing an archer does not count as a maneuver, but it must be performed at the *beginning* of the attacking player's

turn, before he makes either of his two maneuvers. A single archer may capture only one archer in a turn, even if removal of the captured piece exposes another piece to attack; but a player may make captures with any number of different archers in the same turn (though he will seldom have an opportunity to do so).

Example

In Diagram A, the Red archer facing east may move one square in that direction (the first maneuver of the turn), and then rotate 90 degrees counterclockwise (the second maneuver) to attack the Green archer that is facing east; the result is the position shown in Diagram B. The other Red archer now is also attacking a Green archer, since his zone of control consists of the three spaces directly in front of him. But that Green archer has a chance to capture the Red archer first (since captures may only be made at the start of a turn). It does so, leaving the position in Diagram C. Since the Green archer can-

not make a further capture in the same turn, Green can now save only one of his attacked archers, even though he still has his two maneuvers to make.



OPTIONAL RULE

To add variety to the strategy and tactics of Archers, players may adopt this rule. The archer starting in the center of each woods is designated a "king" and is marked so that it is distinguishable from the other archers. Kings move and capture in the usual way. A player wins either by entering the opposing woods (as in the basic game) or by capturing the opposing king.

GAMES & BOOKS

Edited by R. Wayne Schmittberger

Supremacy (Supremacy Games, Box 533, Buffalo, NY 14209; \$36 plus \$2.50 postage)

In this fascinating saga of economic development and military conquest set in the indefinite future, each player controls one of six superpowers: the U.S., the U.S.S.R., China, the Federation of African States, the League of European Nations, and the Confederacy of South America. Each superpower is divided into four to six territories on the attractive board. Another 24 territories are neutral. (With two to five players, unused superpower territories join the neutrals.)

A deck of "resource cards" consists primarily of local companies that produce oil, grain, or minerals. At the start, players receive the cards for the companies in their own territories. A player may find additional resources by buying the right to turn over resource cards until he finds what he needs in a neutral territory. Players may also buy or sell resources at "the market." Each time a player buys one, its price rises;

each time a player sells one, its price drops.

To build military forces for offense and defense, a player needs both resources and cash. Armies and navies don't cost much, but to get a "nuke" a player must first pay to turn over cards one at a time from the resource deck until he either finds one of the three nuke cards or gives up. If he finds a nuke card, he can buy the devices, but at a high price. An L-star (an orbiting laser platform), which defends against nukes (shades of "Star Wars"), is even costlier.

The mechanics of movement and combat are quite simple, and are appropriately related to the game's economic system. Grain is used to move an army by land, oil to airlift an army to any territory and to move navies. If a navy is sunk in a battle, any armies it may be carrying go down with the ship.

Attacks on the enemy are executed by giving up a set of three resources and then moving the attacking units next to the common border. The outcomes are decided by dice: Depending on who has committed more units and who has more L-stars, the attacker can throw up to three dice, the defender as many as four. Each side may then redeploy his forces and the defender can counterattack. The original attacker can continue this sequence as long as he wishes, but must pay for each additional throw of the dice. (This point, clarified by the company, is not clear in the rules. The few other rule ambiguities seem to work out regardless of how they're interpreted.) A nuke attack wipes out a territory and everything in it—unless the defender has an L-star screen. In that case, a die throw may intercept the nuke—a terrible economic loss to its launcher.

Wars are very costly, and players may run out of cash at an inopportune time. But fittingly, a player can win by either conquering or bankrupting all his opponents. This can take an entire evening, so players may prefer to agree on a terminating time, at which point the richest superpower wins. A game also ends if 12 territories are nuked, in which case everybody loses.

There is much more to the game, including bank loans, negotiating, blockades, and sieges. With all the interesting choices the game offers, players will be experimenting with different strategies for many games.

—Sid Sackson



STAN FELLERMAN

Mindwheel by Robert Pinsky, Steve Hales, and William Mataga (Broderbund & Synapse Software, available on disk for Apple, Atari, Commodore 64, and IBM PC/PCjr computers, around \$40)

This prose adventure presents a future world teetering on the brink of destruction. The sole hope for salvation is the Wheel of Wisdom, which can be found only at the end of a long, perilous journey. It's a quest that takes the computer adventurer telepathically through four linked minds—those of a rock star, a dictator, a super-scientist, and a poet. They're all dead, but their mental patterns survive in a psychic landscape as intriguing and challenging as any alien world. Using the combined abilities of those minds, the adventurer must find his way to the Cave Master, who possesses the Wheel of Wisdom.

Mindwheel is as innovative in form as it is in content. No other adventure game can match its 1,500-word vocabulary, and its sophisticated sentence parser provides lots of varied dialogue between the adventurer and the host of well-conceived characters in the story.

The method of play should be familiar to any experienced computer adventurer. The player types in simple sentences, and the program responds with descriptions or other information. The player must analyze situations, collect useful items, and solve logic puzzles to achieve his goal.

The hardbound Mindwheel instruction book describes the background, profiles the four minds, and teaches the simple system of play. This profusely illustrated book is a great scene-setter, but the player eager to dive right into the game can do so without reading it.

Broderbund and Synapse plan an entire line of electronic novels. If they're all as good as Mindwheel, we have a lot to look forward to.

—Arnie Katz and Bill Kunkel

Star Trek: The Adventure Game

(West End Games, \$16)

Nearly 20 years after *Star Trek*'s television premiere, the jaunty crew of the *Enterprise* remains eternally youthful. In the big-budget *Star Trek* films, where Kirk and company have been rewarded with toupees and promotions, time does march on—but *Star Trek* fever refuses to die.

While there have been many *Star Trek* games, the special flavor of the series—no doubt a major reason for its longevity—has been missing. Although derived from a show filled with philosophical morality plays and little "hard science," the games have been quite technical. But this game admirably captures that missing element.

The board-and-text game is for two players, though it's equally enjoyable solitaire. One player takes the part of the Federation, the other the Klingon Empire. Each has four starships with which to explore new worlds. Seven familiar members of the *Enterprise* crew (Kirk, Spock, McCoy, et al.) are distributed among the four Federation ships any way the player likes, and the Klingon player does the same with his seven less-familiar officers. The officers each have special skills, so how they are distributed is crucial.

Ships travel up to 12 spaces per turn on a colorful map-board. After each move two dice are rolled. If the number they show is lower than the number of spaces traveled—that is, if you've traveled imprudently far—you must take that ship to the nearest space station for repair.

The explorable part of the board is dotted with anonymous planets, whose names and cultural levels (from stone age to nearly godlike) are given on cardboard game-pieces, one of which is randomly chosen when a star system is reached.



The other player then reads its description from the 60-page Paragraph Book.

Each planet can lead to three different encounters, many of which will seem familiar to fans of the series. But they are highly amusing and force the players to make quick decisions. You may end up on a bizarre gangster world modeled on 1930 Chicago, or have to deal with an intergalactic version of "The Rime of the Ancient Mariner." The effects of a decision are discovered in the Paragraph Book section corresponding to the action chosen. Success depends on acting in character, as well as on which officers you have "beamed down" to the planet. While the object of the game is to acquire allies for the Klingon Empire or the Federation, it's also enjoyable simply to scoot around the board exploring and resolving the alien encounters.

Star Trek: The Adventure Game is very easy to play, perhaps too easy for some gamers and hardcore Trekkies. But even for them, designer Greg Costikyan has succeeded in extending the useful life of the apparently immortal *Star Trek* concept.

—Matthew Costello

Deuce (Milton Bradley, around \$5)

This simple and lively card game plays something like Crazy Eights, but it's much more strategic. Two to six players are dealt six cards each from a special deck (cards are numbered 1 through 10, and come in four colors). Each player turns two of them face up to start two discard piles, so that there are twice as many discard piles as players. (In Crazy Eights and similar games, all players share a single discard pile.) The object is to try to get rid of all your cards by discarding them face up, one card per turn. A discard must match either the suit or rank of a card on top of any discard pile—your own or an opponent's. Discards are placed not on

the pile whose card they match, but on the pile next to it. A player who cannot match a card must draw from the deck.

The game's most original twist makes the play quite exciting. A player may not "go out" (discard his last card) unless his own two discard piles show a higher total than each other player's two piles. So if a player has only one card left, his opponents should try to drive his sum down by playing low cards on his piles. Especially useful here are the special "rainbow" and "X" cards, which have point values of zero but can be used to match anything. The winner of a deal scores 10 points plus the face values of the cards left in the opponents' hands. The game ends at 100 points.

To play Deuce reasonably well does not require much concentration, but thoughtful play will often be rewarded. An average deal takes 10 minutes to complete.

—R. W. S.

Disk Spinners (available from Skitters, Box 461, Ithaca, NY 14850, \$5.50 plus \$1 postage for either "Rotatory Forms," shown at left, or "Op Lucent Disk," right) are conversation pieces that double as art objects and adult playthings. Spun like a top, they remain in motion for nearly a minute, creating changing patterns that intrigue and please the eye.

ETCETERA

A Guide to Playing the Scrabble Brand Crossword Game

by Gyles Brandreth (Simon & Schuster, 1985, 159 pages, \$6.95 softcover) offers a wealth of information about the famous and highly strategic word game. Novices and experienced players alike will benefit from the extensive playing tips, lists of useful words, and suggested rule variations.

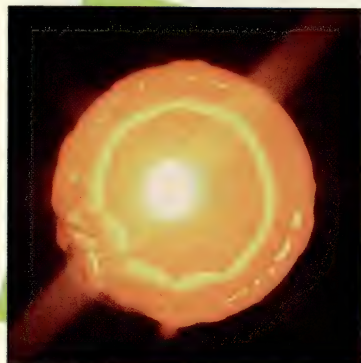
Illuminati Expansion Set 3

(Steve Jackson Games, \$4.95) is a supplement to the card game Illuminati (reviewed in GAMES, February 1983), in which powerful secret societies try to take over the world through guile and deceit. This Expansion Set adds a paper board (but no new cards), and rules for "Brainwashing," "Propaganda," and such new Illuminati groups as the Atlanteans and the Masters of Voodoo.



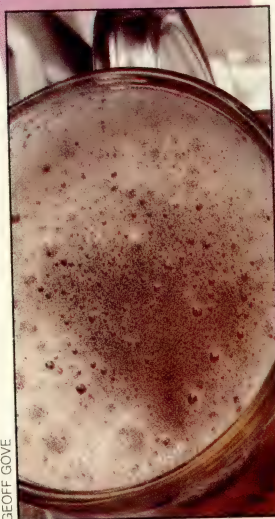
What Are These Objects?

Answer Drawer, page 60



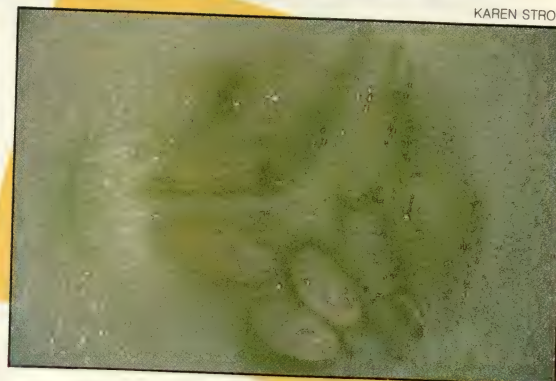
BRUCE THOMAS

1



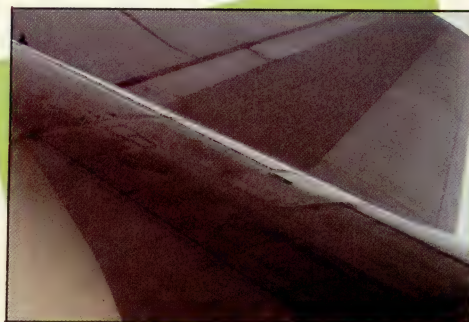
GEOFF GOVE

2



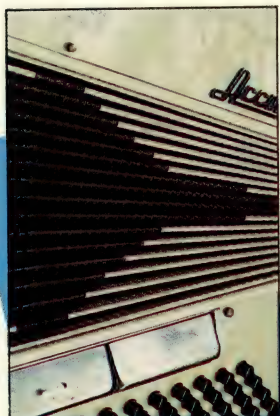
KAREN STROM

3



SUELY SINTO

6



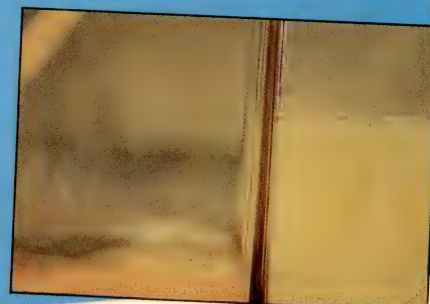
KIMBERLY BUTLER

4



KITTY WILEY

5



NICK KOUDIS

7



KAREN STROM

8

CLUES

1. Wicked one
2. Get ahead
3. Cool customer
4. Squeeze play
5. M*E*S*H
6. Prayer partner
7. Counterpart?
8. Cobbler's material

Toyota has a solution for people who pay extra for features that should be standard. Corolla LE Limited.

Go ahead, look around.

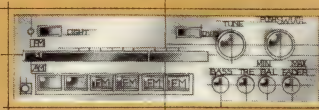
You won't find 4-speed automatic overdrive transmission standard almost anywhere else.

Not to mention power steering, or power assisted front disc/rear drum brakes, tilt steering wheel, aluminum alloy wheels and power door locks. Standard. And there's the tenacious traction of front-wheel drive, the better balance of independent

rear suspension, and the solid, sturdy craftsmanship you expect from Toyota.

Inside, this Corolla will pamper you with reclining front bucket seats and a driver's seat adjustable for height and lumbar support. Standard. And the split fold down rear seats aren't even available in most cars. There's full instrumentation, including an electric tachometer, voltmeter, coolant temperature and oil pressure gauges.

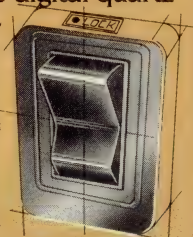
Revel in the sound of an AM/FM/MPX stereo with four speakers. Set your



OH WHAT A FEELING!
TOYOTA

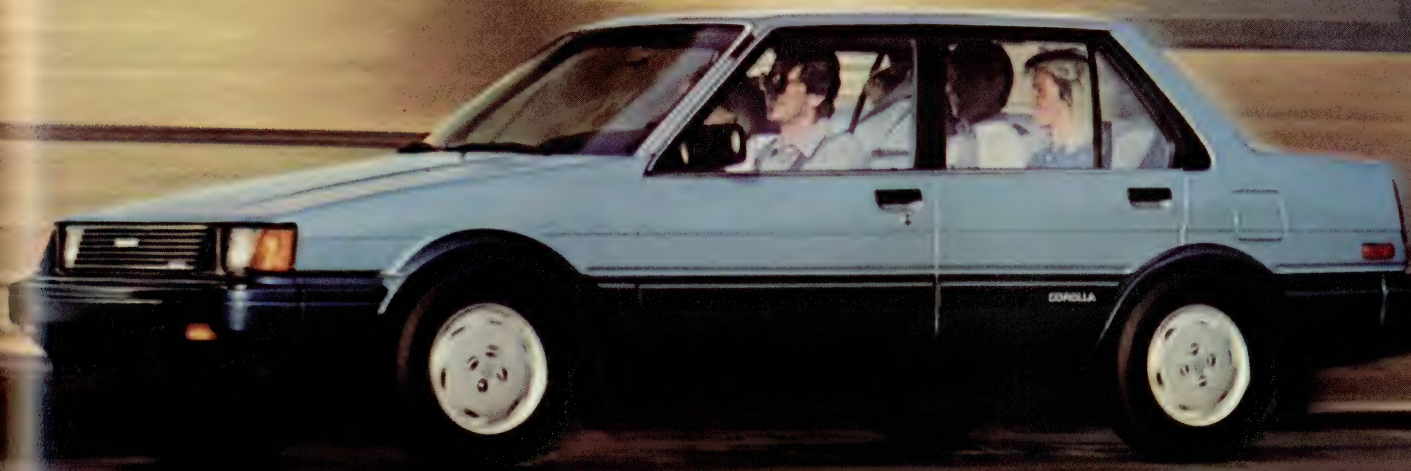
watch to the precise digital quartz clock, and get comfortable in the soft, luxuriant upholstery, all at no extra charge. Of course, there are other things you can't get anywhere else. Like Corolla dependability and affordability.

Now, finally for the price of a car, you can get a real car...loaded.



BUCKLE UP—IT'S A GOOD FEELING!

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WHAT THEY CALL OPTIONS, WE'VE MADE STANDARD.



LOADED!

CONTEST RESULTS

THOROUGHLY MODERN LIMERICKS

From March

How I pity the GAMES contest staff
With these limericks making them
laugh.

Till they've found what
they're after,

They're crippled with laughter;
And so far they've read only half.

No need to worry about the demise of the limerick. Our March challenge had us chuckling through 6,000 entries, as described in the above by Peter Ribuffo, of Port Chester, NY.

Readers updated the old verse form to explore such topics as Cabbage Patch dolls, video games, *Dallas*, jogging, diet books, floppy disks, Michael Jackson, girls named Olivia (addicted to trivia), and Bernhard Goetz, who makes throetz with no regroetz.

Grand prize winner Ben Gottlieb, of McLean, VA, will receive a Sony Watchman TV for this limerick:

This credit's a double-edged sword.
We charge what we cannot afford.

It seems orgiastic

To put it on plastic;

Might this be our vinyl reward?

Ten runners-up will receive GAMES T-shirts. Among them are the following pungent comments on life in 1985.

With "body part" banks on the gain,
They're much easier now to obtain.

To withdraw, it's a breeze—

"One cornea, please."

But deposits are really a pain.

—Wanda Rose, Durand, MI

Our fast food and even our slow food
Are now universally tofu'd.

With a texture and taste

A la library paste,

What cuisine can compare—

U.S.O. food?

—Keith Peterson, Brooklyn, NY

San Francisco, the town by the bay,
Got a big win on Super Bowl day.

It made some fans tearful,

And some fans were cheerful,

And the others already were gay.

—Barry Smith, Durango, CO

The other runners-up are Fred Anderson, Manhattan, KS; Ruth Batt, Winter Springs, FL; Gary Crew, Tallahassee, FL; Laurie Eynon, Columbus, IN; Gordon Mon, Arcadia, CA; Bob McKenty, Matawan, NJ; and Christopher L. Tsai, Los Angeles, CA. —G. R.

IT'S ELEMENTARY

From February

The object in this contest was to interlock the names of different chemical elements in crossword fashion within a 20 x 20 grid. Each element used scored a number of points equal to its atomic number (HYDROGEN = 1, HELIUM = 2, . . . LAWRENCIUM = 103).

Unfortunately, we made three spelling errors in our list of elements: We transposed the E and S in PRASEODYMIUM, doubled the L in THULIUM, and left out the first T in PROTACTINIUM. We apologize. Still, most readers followed our "revised" spellings. This agreed with the rules, which provided that "The elements that may be used . . . are listed at right. No . . . alternate spellings are allowed."

The winner, with a score of 3,084, is David J. Wolfberg, of Concord, Massachusetts. He will receive the grand prize

The winning entry

U	R	A	N	I	U	M			T	U	N	G	S	T	E	N			
E	A				E				H										S
R	A	D	O	N		A	N	T	I	M	O	N	Y	P	R	I			
B	I			L	D	R	R				O	O	L						
I	U			A	M	E	R	I	C	I	U	M		L	P	V			
U	M			W	L	D	U				I	O	D	I	N	E			
M				B	E	R	K	E	L	I	U	M		C	N	U	R		
					E	V	U				C	E	R	I	U	M			
H				F	R	A	N	C	I	U	M		A	S	U	P	T		
O				H	C	U					C	I	M	P	A				
L	U	T	E	T	I	U	M		A	T	U		I	R	O	N			
M		N	U		O	S	M	I	U	M		Y	O	T					
I	N	D	I	U	M		B	T	N		T	A							
U		U		S	A	M	A	R	I	U	M		T	C	L				
M		M		C	R		T	U			E	T	U						
					R	U	B	I	D	I	U	M		F	E	R	M	I	U
					L	R	U	N			B	N							
					N	O	B	E	L	I	U	M		E	I	N	S	T	E
						A	U				I	U							
						G	O	L			M	E	R	C	U	R			
											N	M							

of Omnibot, Tomy's programmable robot. Wolfberg also submitted a higher scoring entry (3,097) that used only correctly spelled element names.

Runner-up prizes of a GAMES T-shirt go to: Stephen G. Sklar, Woodmere, NY (3,071); Kathleen Y. Brule, Crookston, MN (3,058); Charles Babiowski, Turnersville, NJ (3,055); Margaret McCoy, Manteca, CA (3,052); and Cyril Kearns, Spencer, OH (3,039), all of whom used our spellings. —R. W. S.

HIDDEN CONTEST

From February

Hidden in February's Wild Cards, page 55, was a Valentine message written in "Anguish Languish," in which ordinary words and phrases are phonetically distorted to form apparent nonsense. The idea was first introduced by Howard L. Chace in a 1956 book of the same name.

The rules of the contest were explained in a Wild Card called "Availing Dines Dory," or "A Valentine's Story." In translation, it read: "Once upon a time, there was a hidden contest and all you had to do was send a valentine heart to Hidden Contest by the first of March of this year. Somebody's gonna win 20 GAMES T-shirts."

More than 3,300 readers, obviously literate in Anguish Languish, sent heartfelt entries of every size and description (see below).

We received boxes of chocolate hearts, heart-shaped balloons, soaps, key chains, wood carvings—and cards, cards, and more cards. Several readers crafted heart-shaped valentines of needlepoint, crochet, and macramé, and many included special messages to GAMES in Anguish Languish.

The 20 T-shirt winners, chosen at random, are Robert M. Bowers, San Diego, CA; Dave and Carol Brady, York, PA; Robin Cranston, Walton, NY; Beth Harvey, Chelmsford, MA; Jean Fortwengler, Louisville, KY; Dennis D. Gattis, Ozark, AR; Joanna Holsztyńska, Ann Arbor, MI; Wesley Huang, Endicott, NY; Merrick and Cheryl Jackson, Wilfordale, Ontario; Eric Jacquay, Orange, CA; Brad Lessem, Mesquite, TX; Michael, Jill, and Marc Littman, Conshohocken, PA; Ed Murphy, Rockville, MD; Zachary Perlman, Ithaca, NY; Gary Budlow and Christine Rusch, Fair Lawn, NJ; Suzanne Smith, Falls Church, VA; Rosemary Snow, Bartlesville, OK; JoAnn Struck, Woodbridge, VA; Rich Weinstein, Oceanside, NY; and Jeffrey A. Work, Lexington, KY. —S. A. S.



Grand Prize
A Brother Electronic
Correctible Typewriter
5 Runner-Up Prizes
A GAMES T-shirt

C LASH OF SYMBOLS

CREATE SOME DIALOGUE
THAT MAKES SOME ¢ ¢

Everyone knows that / is egocentric, O is surprised, and ? is curious. But when these symbols get together in social situations, their attitudes become more complex, even as ours do.

For example, S remarks to XL, "You really ought to lose weight"; mp says he can't get much of anywhere without h; and > accuses < of consistently minimizing things.

We think there's a lot more conversation to be overheard among the letters, numbers, punctuation marks, and other symbols that surround us. We'd like you to listen in and send us what you hear.

The object is to write snippets of dialogue as "spoken" by common symbols, letters, and numbers, alone or in groupings. Each submission must contain both the symbols and the punch line, along with an indication of who is "speaking." You may want to warm up by solving the examples at right.

How to enter Send as many entries as you wish, making sure that each entry is typed or neatly printed on a separate sheet of paper, along with your name and address. Cleverness and an apt use of symbols are the qualities the judges will be looking for, and their decision, as always, will be final.

—M. E. S.

Mail entries to: Clash of Symbols, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by August 1, 1985.

CHARACTER STUDY ★☆ Above are 12 groups of symbols engaged in witty repartee. Can you pick the conversational gambit (a-l, below) that goes in each balloon?

Answer Drawer, page 60

- | | |
|--|--|
| a. "What dirty word are we this time?" | g. "I'd like you to meet my friend Pedro." |
| b. "Come on over here. I'm thirsty." | h. "I have an idea that will make us all 10 times richer." |
| c. "Why are you always following me?" | i. "Someone here is an impostor." |
| d. "Don't worry, it's only baby fat." | j. "Sick people. Nothing but sick people." |
| e. "How can you be hungry? We just ate an hour ago." | k. "I guess I'm just old-fashioned." |
| f. "Enough already!" | l. "So you're a college man. Big deal!" |

☆☆ WILD CARDS ☆☆

Edited by Stephanie Spadaccini

TWISTS

Beats the Daylights Out of Me!

February is the shortest month of the year, leap year or no. Which month is the *second* shortest? Which month is the longest?

—Bill Kiehnhoff

Answer Drawer, page 62

TEASERS

Condensed Alphabet Soup

What do these acronyms stand for?

1. ASCAP
2. CARE
3. CHiPs
4. Radar
5. SWAT
6. UNESCO

—Robert L. Liddil

Answer Drawer, page 62

TRIVIA

Typecasting

Most actors fear being typecast, but even the best of them have occasionally been cast in roles similar to ones they've played before. Can you identify two, and in some cases three (3), different movies in which the following actors played the same type of character?

1. Jane Fonda as a television reporter
2. Steve McQueen as an escaped prisoner (3)
3. George C. Scott as a general
4. Al Pacino as a gangster (3)
5. Julie Andrews as a governess
6. Burt Reynolds as a football player
7. Gregory Peck as an amnesiac
8. William Holden as a prisoner of war
9. Ronald Reagan as an athlete

—Bill Kiehnhoff

Answer Drawer, page 62



FOR THE RECORD

Hi-Tech

Match the 'electronic device (1-4) with the percentage of households (a-d) that owns it.

1. Cordless telephone a. 4%
2. VCR b. 9%
3. Home computer c. 10%
4. Answering machine d. 13%

—C. J. Oates

Answer Drawer, page 62

NUMBER PLAY

It All Adds Up

You and an opponent alternate picking numbers from 1 to 6, and a running total is kept. If the object of the game is to make the score total exactly 50, and you go first, what number should you pick to force a win for yourself?

—Michael W. Ecker

Answer Drawer, page 62

TOUGH NUTS

By the Numbers

Can you place the 10 written-out numbers ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, NINE, and TEN in the grid below? Each number must interlock with at least one other number, and read either left to right or top to bottom as in a crossword puzzle, with no non-words formed by adjacent letters. One letter has been entered into the grid to get you started.



—Raymond D. Love

Answer Drawer, page 62

NO KIDDING

Who's Write?

The names of the following real-life editors were culled from the 1985 *Writer's Market*. With a little flexible thinking, you can match each name (1-7) with the magazine (a-g) where he or she wields a blue pencil.

1. Randi Hacker
2. Bruce Woods
3. Rick Van Horn
4. Robert Everhard
5. Lawrence Block
6. Michael Downing
7. Roy Chappell

- a. *Writer's Digest*
- b. *Computer Fun*
- c. *Tradition* (pioneer living)
- d. *Gospel Carrier*
- e. *Oceanus*
- f. *Mother Earth News*
- g. *Modern Drummer*

—Catherine Cella

Answer Drawer, page 62



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AND ENJOY GREAT TASTE PERFORMANCE

PLUS GET ADDITIONAL SAVINGS
(SEE DETAILS ON ATTACHED CARD)

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5 mg. "tar", 0.4 mg. nicotine, FILTER 100's, MENTHOL:
9 mg. "tar", 0.7 mg. nicotine, av. per cigarette, FTC
Report JAN. '85; ULTRA LIGHTS, ULTRA LIGHTS
100's: 5 mg. "tar", 0.4 mg. nicotine, FILTER,
MENTHOL 100's: 9 mg. "tar", 0.7 mg.
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(any style)



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\$150

\$150 SAVINGS
on a carton of
VANTAGE
(any style)



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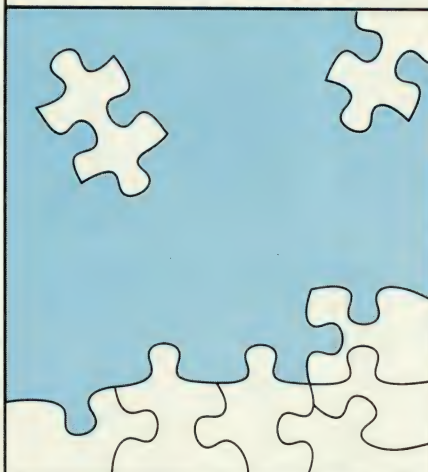
Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

ULTRA LIGHTS MENTHOL, ULTRA LIGHTS MENTHOL 100's:
5 mg. "tar", 0.4 mg. nicotine, FILTER 100's, MENTHOL:
9 mg. "tar", 0.7 mg. nicotine, av. per cigarette, FTC
Report JAN. '85; ULTRA LIGHTS, ULTRA LIGHTS
100's: 5 mg. "tar", 0.4 mg. nicotine, FILTER,
MENTHOL 100's: 9 mg. "tar", 0.7 mg.
nicotine, av. per cigarette by FTC
method.

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WORDPLAY

Inside Job

What do these five "repetitive" sentences have in common?

HE BEHEADED THE NEPHEWS
WHEN THEY LYNCHED THEIR
GRANDMOTHER.

THE HOTHEADED THEOLOG-
IANS LOATHE THESE BOTHER-
SOME THEORIES.

AN ANGRY HUSBAND CAN EN-
DANGER ANY WOMAN'S SANITY.

ON MONDAY, PARSON JONES'S
LONG SERMON CONVERTED ONE
LONELY NONBELIEVER.

IS FRANCIS POISONING HIS SIS-
TER'S MARTINIS?

—Kyle Corbin

Answer Drawer, page 62

UNCLE JACK

The Scientist?

"It was the science classes I enjoyed most at my Toronto school," said Uncle Jack to his great-nephews, Peter and Roger. The boys settled back. Uncle Jack's monologues always contained some mistakes, and Peter and Roger loved to point them out to their favorite relative.

"I can still remember the smells of the chemical laboratory," continued Uncle Jack, "and once I earned the admiration of the whole school when I turned off a cylinder of blazing oxygen.

"You may know that it was the British scientist, Sir Christopher Wren, whose work led to the development of the electric motor, and the Italian, Macaroni, who devised the first primitive radio.

"Of course you'll know Ohms's Law. One way of stating it is: Volts over amps equals ohms, or $E = mc^2$. The amp was named after the Frenchman, Ampère, and the volt after Volta, of Italy. But I suppose you boys are now hooked on silicone chips and computers.

"Sound, as you know, travels relatively slowly, and that's why, when you see somebody chopping wood a hundred yards away, the sound reaches your ear a little after you see the blow. In the case of aircraft, the supersonic boom is heard when the plane travels faster than light. And

talking of light, the human eye has a lens which collects the light falling on the retina at the front of the eye and focuses it onto the optic nerve. And in a simple Instamatic camera the shutter performs the same function as the iris in the eye.

"We studied hydraulics, too—our class did a bit of research for a local water company who wanted to know why water flowed through its pipes more slowly at 25° F than at 50° F. We concluded that it was something to do with convection. You're familiar with convection at home, of course—so-called radiators hardly radiate at all but warm a room by creating currents of warm air, or convection currents.

"Who knows what the future holds for science? You, Peter, or you, Roger, might be a budding Newman or Galileo. I see you boys have emptied my cookie jar. Ah well, 'Nature adores a vacuum,' as the saying goes."

"Twelve mistakes, Uncle Jack," said Roger. "We weren't born yesterday, you know."

What were Uncle Jack's 12 mistakes? Score one point for each mistake you find, but subtract three points for each correct item you thought was wrong.

—Denys Parsons

Answer Drawer, page 62

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

Adventure Gaming Students aged 10-17 interested in refining their gaming techniques, especially in Dungeons and Dragons, can attend the Shippensburg Adventure Game Camp, in Shippensburg, Pennsylvania, July 7-12 and 14-19. Boarders pay \$190; commuters, \$120. Contact: Director of Conferences, HH 331, Shippensburg University, Shippensburg, PA 17257.

Ballooning Top pilots from 25 countries will meet July 13-21 at Battle Creek, Michigan, for the Seventh World Hot Air Balloon Championship, a highlight for hot-air enthusiasts. The champion earns a trophy and a new car. Contact: Seventh World Hot Air Balloon Championship, 172 W. Van Buren, Battle Creek, MI 49017.

Chess Players can choose from two open tournaments this month:

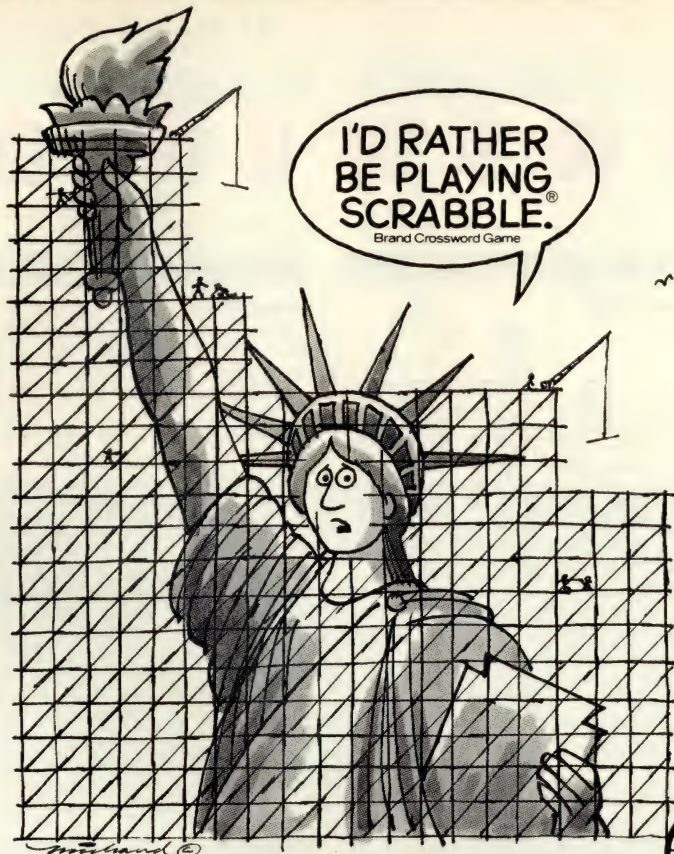
- Players must be 18 or younger at the U.S. Junior Open, July 18-21 in Berkeley, California, where cash prizes total \$1,000. Contact: U.S. Chess Federation, 186 Route 9W, New Windsor, NY 12550, or call (914) 562-8350.
- A guaranteed \$30,000 in cash prizes will be in store for winners at the U.S. Open Chess Championship, August 4-16, in Hollywood, Florida. Fee is \$60 through July 19, \$75 at the door. Contact: U.S. Chess Federation (address above).

Go For information on the first United States Go Congress, August 10-18, see page 17.

Jigsaw Puzzles Some 750 die-hard puzzlers from across the nation will get it together at the Fourth Annual Hallmark Jigsaw Puzzle Championships, August 17-18, in Athens, Ohio. Entrants will compete for the title of world's fastest jigsaw puzzler and more than \$7,000 in total prize money. Registration deadline is August 2 (latecomers must hold their piece). Contact: Jigsaw Puzzle Championship, Hallmark Cards, Box 580, Kansas City, MO 64141, or call (816) 274-4673.

Shogi Top Japanese players will attend the Shogi Spectacular, at the Japanese Community Pioneer Center, Los Angeles, CA, June 29-30. Events include the U.S. Shogi Championship, a Japan-U.S. Friendship Match, and free lessons. Contact: American Shogi Federation, Box 85043, Seattle, WA 98145-1043.

Writing Contest *Verbatim, The Language Quarterly* is sponsoring a competition for articles on the subject of language (e.g., its use, criticism, mutilation, etc.). Deadline for submissions is July 31. First prize is \$1,000, with additional cash awards for second through sixth place. For more information, send SASE to Verbatim, Box 668, Essex, CT 06426.



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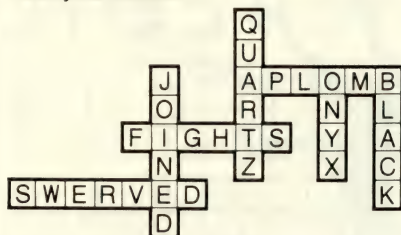
City _____ State _____ Zip _____

Blue Angel Dept. GA-75 Void where
Box 26, Columbiana, OH 44008 Prohibited

ANSWER DRAWER

5 Your Move

Twenty-six Skiddoo



Odometer Palindromes

1. One-tenth mile; that is, the distance between 99999.9 and 00000.0.
2. One and one-tenth miles (09999.0 to 10000.1, for instance).
3. One hundred ten miles (00110.0 to 00220.0, for instance).

Form a Single Line



Mythology Zoo

1. (d); 2. (h); 3. (e); 4. (g); 5. (b); 6. (a); 7. (f); 8. (c)

Blank Account

The missing numbers are 89 and 145. Each element in the sequence is the sum of the squares of the digits of the preceding number (e.g., $1^2 + 6^2 = 37$). No matter which number you begin with, the sequence will eventually repeat as above (4, 16, ...) or turn into a series of 1s (7, 49, 97, 130, 10, 1, ...).

28 Dszqphsbn!

1. CRYPTOON. "I appreciate the fact that you've ordered in French, but you've just asked me to bring you a broiled doorknob."
2. INDEX TO LIVING. The first forty years of life give us the text; the next thirty supply the commentary.—Schopenhauer.
3. NOW HEAR THIS. A human snore can reach seventy decibels, just ten less than made by the average jackhammer.
4. MEDICINE OF OLD. Sea captains carried kegs of limes to prevent scurvy long before discovery of vitamin C.
5. WHOLE LOTTA SHAKIN'. Voluptuous belly dancer gyrates for sailors at foreign port in virtuoso display of "navel" power.
6. A DYING ART. Obsolete scrimshaw craft survives in museum displaying carved whalebone and walrus tusks.
7. UNAPPROACHABLE. Eagle aerie built from twigs atop craggy mountain protects young from vicious predators.

6 Letters

Veiling Times

The translated dialogue is as follows.

He: I want us to be together! Will you marry me at ten of seven?

She: My, you're in a hurry! Can you wait till tomorrow?

He: Don't beat around the bush! Can't you decide?

She: D'you got a lot of money?

He: Surely! Why, at least two hundred million!

She: Oh, that's all? Sorry, I will marry another.

He: Frankly, my dear, I don't give a damn!

50 Eyeball Benders

1. Candle
2. Beer in a mug
3. Cucumber
4. Accordion
5. Top of a chain-link fence
6. Airplane wing
7. Orangeade/lemonade dispenser
8. Blueberries

37 Animal Crackers

1. Chinchilla
2. Wombat
3. Gorilla
4. Orangutan
5. Chipmunk
6. Hartbeest
7. Buffalo
8. Beaver
9. Gazelle
10. Anteater
11. Baboon
12. Panther

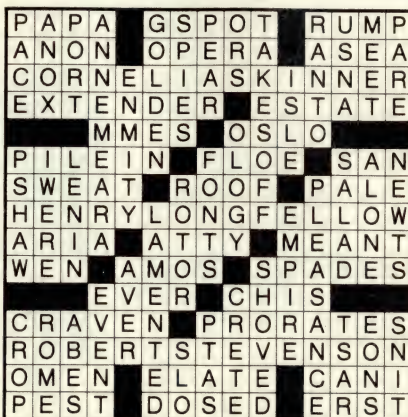
53 Character Study

1. (f)
2. (b)
3. (d)
4. (l)
5. (g)
6. (e)
7. (i)
8. (j)
9. (a)
10. (h)
11. (k)
12. (c)

37 Switchcraft

1. Lady/delay
2. Pursue/super
3. Furlough/loafer
4. Keeping/pinkie
5. Saucy/seesaw
6. Germane/manger
7. Locale/callow
8. Leaking/kingly
9. Farewell/welfare
10. Recur/curry

27 Inside Information



25 Knock-Out

ROWS

1. Ernest HEMINGWAY
2. John STEINBECK
3. Edna FERBER
4. Aldous HUXLEY
5. James MICHENER
6. Carl SANDBURG
7. J.R.R. TOLKIEN
8. William FAULKNER
9. Truman CAPOTE
10. Vladimir NABOKOV
11. George ORWELL
12. Kurt VONNEGUT

COLUMNS

1. Samuel BECKETT
2. Booth TARKINGTON
3. John UPDIKE
4. Theodore DREISER
5. Jean-Paul SARTRE
6. James JOYCE
7. Willa CATHER
8. Boris PASTERNAK
9. W. Somerset MAUGHAM
10. Alexander SOLZHENITSYN
11. Eugene IONESCO
12. Upton SINCLAIR

The leftover letters spell: "All literature is gossip."—Tennessee Williams

29 Up to Scratch



36 Double Cross

- | | |
|---------------------|----------------|
| A. THOSE | L. EVENTUATE |
| B. UTTERANCE | M. RUPEE |
| C. NOTIFIES | N. TITI |
| D. SWASHBUCKLER | O. INFECTIVE |
| E. THEORY | P. SWING SHIFT |
| F. AKRON, OHIO | Q. INDIFFERENT |
| G. LOQUACITY | R. NET PROFIT |
| H. LAWN BOWLING | S. GOATEE |
| I. ALI | T. MOTTO |
| J. DARNDTEST THINGS | U. ABOUT-FACE |
| K. VENICE | V. NICTITATE |

It is far easier to write ten passably effective sonnets, good enough to take in the not too enquiring critic, than to write one effective advertisement that will take in a few thousand of the uncritical buying public.—(Jeremy) Tunstall, *(The) Advertising Man*

35 Cryptic Crossword 1

ACROSS

- 1 Wilt Chamberlain (wilt + lain + chamber)
- 9 Signorina (soaring in)
- 10 Charm (C + harm)
- 11 Entice (authENTIC Enterprises)
- 12 Asbestos (a + SOS + best)
- 14 Methodical (I made cloth)
- 16 Well (two meanings)
- 19 Nemo (omen)
- 20 Lackluster (LA + cluster + K)
- 22 Treetops (sport + tee)
- 23 Apiece (pie + ace)
- 26 Write (rite)
- 27 Inbreathe (hibernate)
- 28 Roget's Thesaurus (taught users rose)

DOWN

- 1 Washerman (was + Herman)
- 2 Legit (leg it)
- 3 Choochoo (coo + hooch)
- 4 Arid (a + rid)
- 5 Brass tacks (bras + stacks)
- 6 Racket (two meanings)
- 7 Apartment (pattern Ma)
- 8 Names (N + Ames)
- 13 Disappoint (pain I'd stop)
- 15 Timbering (Tim + be + ring)
- 17 Largeness (general + SS)
- 18 Subpoena (bean soup)
- 21 Street (setter)
- 22 Tower (two meanings)
- 24 Eater (thEATERS)
- 25 Able (sable - s)

35 Cryptic Crossword 2

ACROSS

- 1 Butcher (cut herb)
- 5 Orchard (or + chard)
- 9 Constable (con + stable)
- 10 Hello (O + hell)
- 11 Mandolin (man + doliing - g)
- 12 Brogue (two meanings)
- 14 Rosette (to trees)
- 16 Indited (I did ten)
- 18 Lucifer (lifer + Cu)
- 20 Undergo (one drug)
- 22 Cherub (avalanCHE RUBble)
- 23 Beauties (beau + ties)
- 26 Diced (D + iced)
- 27 Chantilly (ant + chilly)
- 28 Towered (auTO WE'RE Driving)
- 29 Thrower (the - e + rower)

DOWN

- 1 Bicameral (America + lb.)
- 2 Tenon (Net + on)
- 3 Hotfoot (hoot + oft)
- 4 Rabbit ears (rabbi + tears)
- 5 Owed (ode)
- 6 Cohered (coed + her)
- 7 Alligator (at gorilla)
- 8 Drone (done + R)
- 13 Lieutenant (lieu + tenant)
- 15 Sacred cow (accords we)
- 17 Doomsayer (mayor does)
- 19 Founder (two meanings)
- 21 Doubter (rode but)
- 22 Cadet (acted)
- 24 In-law (wail + n)
- 25 Acid (aid + c)

27 Auto-Matic

- | | |
|-------------------|------------------|
| 1. Cartoon | 11. Cartwright |
| 2. Cardinal | 12. Cardigan |
| 3. Carpenter | 13. Cartographer |
| 4. Carnival | 14. Cardboard |
| 5. Carter | 15. Cartel |
| 6. Carnation | 16. Carmen |
| 7. Carson | 17. Carpetbagger |
| 8. Carnivore | 18. Carlsbad |
| 9. Cartridge | 19. Carthage |
| 10. Carbohydrates | 20. Carburetor |

20 When Boomers Were Babies

The cost of each product in 1950 was:

1. RCA Victor TV, Fairfield model, \$299.50
2. Vitalis, 25 cents a bottle
3. Pabst Blue Ribbon beer, 20 cents a bottle
4. Westinghouse electric Rancho range, \$159.95
5. Playtex Living girdle, \$3.50 (\$3.95 with garters)
6. Cine-Kodak Reliant movie camera, \$79
7. 12-inch long-playing record, \$4.85
8. Ethyl gasoline, 26 cents a gallon
9. Mercury Sport Sedan, \$2,031
10. Maxwell House coffee, 79 cents a pound
11. Stetson "Stetsonian" man's hat, \$12.50
12. Gillette Super Speed razor, with 10-blade dispenser, \$1

29 Mad Tea-Party

Each answer starts and ends with the letter T.

- | | |
|------------|------------|
| 1. Threat | 11. Tyrant |
| 2. Ticket | 12. Truest |
| 3. Teapot | 13. Thwart |
| 4. Tomcat | 14. Tryout |
| 5. Trivet | 15. Truant |
| 6. Taught | 16. Typist |
| 7. Target | 17. Tumult |
| 8. Tidbit | 18. Thrift |
| 9. Tenant | 19. Turret |
| 10. Throat | 20. Tablet |

A slightly different version of this puzzle previously appeared in "Golden Years" magazine.



If you've outgrown the sugar, but not the fun.

© Nabisco Brands, Inc. 1985



11 Logic

Twin Billing

Ymelda, the older twin, won sets two and three (and thus the match); Zelda won set one.

Love Match

Al and Flo Ingram beat the Hunters 6-2, 6-4 and lost to the Glenns 4-6, 3-6 for a total of 19 games won and first place. Carl and Debby Hunter beat the Glenns 6-1, 6-3 and lost to the Ingrams 2-6, 4-6 for a total of 18 games and second place. Bob and Edna Glenn had a total of 16 games won for third place.

Mixed Doubles

The #1 team, Bob Queen and Jean Upham, lost Friday to team #8.

The #2 team, Ed Young and Olga Ralston, won the tournament.

The #3 team, George Swan and Leona Taggart, lost Saturday to team #2.

The #4 team, Chuck Upham and Ida Wilson, lost Friday to team #5.

The #5 team, Frank Taggart and Mary Young, lost in the Sunday final.

The #6 team, Dave Ralston and Pam Vactor, lost Friday to team #3.

The #7 team, Al Vactor and Nan Swan, lost Friday to team #2.

The #8 team, Hugh Wilson and Kay Queen, lost Saturday to team #5.

WILD CARD ANSWERS

Beats the Daylights Out of Me!

Owing to the one hour adjustment made for daylight saving time in the spring and fall, April (719 hours) is the second shortest month, and October (745 hours) is the longest.

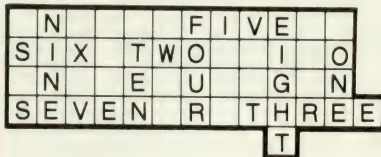
Condensed Alphabet Soup

- American Society of Composers, Authors, and Publishers
- Cooperative for American Relief Everywhere
- California Highway Patrol
- Radio Assisted Detection and Ranging
- Special Weapons and Tactics (Team)
- United Nations Educational, Scientific and Cultural Organization

Typecasting

- The Electric Horseman* and *The China Syndrome*
- Papillon*, *The Great Escape*, and *Nevada Smith*
- Dr. Strangelove* and *Patton*
- The Godfather*, *The Godfather, Part II*, and *Scarface*
- The Sound of Music* and *Mary Poppins*
- The Longest Yard* and *Semi-Tough*
- Spellbound* and *Mirage*
- Stalag 17* and *Bridge on the River Kwai*
- Knute Rockne—All American* and *The Winning Team*

By the Numbers



Hi-Tech

- (b) Cordless telephone (9%)
- (d) VCR (13%)
- (c) Home computer (10%)
- (a) Answering machine (4%)

It All Adds Up

Fifty is 1 more than a multiple of 7, so pick 1 as your number. Then, no matter what your opponent chooses, you say 7 minus that number. On your eighth turn, you will cause the score to hit 50 exactly.

Who's Write?

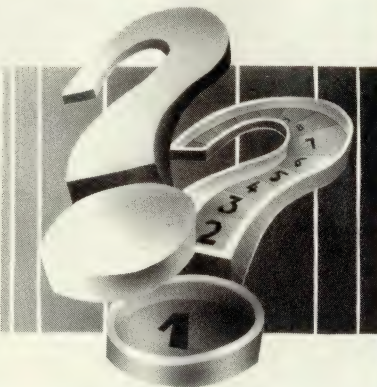
- (b) Randi Hacker (*Computer Fun*)
- (f) Bruce Woods (*Mother Earth News*)
- (g) Rick Van Horn (*Modern Drummer*)
- (c) Robert Everhard (*Tradition*)
- (a) Lawrence Block (*Writer's Digest*)
- (e) Michael Downing (*Oceanus*)
- (d) Roy Chappell (*Gospel Carrier*)

Inside Job

In each sentence, the first word is contained in every subsequent word.

The Scientist?

- Oxygen does not burn; it supports combustion.
- Michael Faraday was the pioneer in electricity, not Sir Christopher Wren, the renowned British architect.
- Marconi, not Macaroni.
- "Ohm's," not "Ohm's's."
- $E = mc^2$ is the equation for Einstein's theory of relativity.
- Silicon chips. Silicone is a kind of rubber.
- Supersonic means faster than sound, not light.
- The retina is at the back of the eye.
- In a simple Instamatic camera the shutter more closely resembles the working of the eyelid than the iris.
- Water at 25°F would be ice so could not flow. The information about convection is correct.
- Uncle Jack meant Newton. Newman was a famous cardinal.
- The saying is: "Nature abhors a vacuum."



30 500 Rummy

Words	Points
A S P H A L T	
9 10 J Q K K K	69
B E N E A T H	
4 5 6 Q Q Q Q	55
B E N E F I T	
4 5 6 7 5 5 5	37
C H E A P E N	
6 7 8 9 7 7 7	51
C H E E T A H	
6 7 8 Q Q Q Q	61
E X H A U S T	
3 3 3 3 8 9 10	39
G E N U I N E	
2 3 4 A A A A	13
L A T E R A L	
K K K A 2 3 4	40
N E U T R A L	
6 7 8 K K K K	61
N O S T R I L	
10 10 10 10 4 5 6	55
N U C L E A R	
6 6 6 6 J Q K	54
N U C L E U S	
6 6 6 6 7 8 9	48
O C T A G O N	
10 J Q K 2 2 2	46
P R E T Z E L	
8 8 8 10 J Q K	64
P R O C U R E	
8 9 10 J 8 8 8	61
S C R A T C H	
9 9 9 9 5 6 7	54
T R A C H E A	
K K K 6 7 8 9	60
U N C L A S P	
6 6 6 6 9 10 J	53
U N C L E A R	
6 6 6 6 J Q K	54

Total Score

975

39 On a First-Name Basis

ASSES	MARCEL	SPLINE	PAPA
CHAMP	ORIANA	KRONEN	DEVON
MAJORS	REMITT	YOUAND	HAIRS
ELATION	NYET	XING	KARATE
STKITTS	NECROSIS	GLISTER	
BOZO	WILLSON	MACRAE	OER
SCENE	BABE	BOO	HAMELN
PEN	ROOF	ALSAB	MACY
IRA	ASTEROID	JERK	ORALE
RITTER	SNUB	QUAG	USURERS
ISAAC	LITER	TUNNEY	TIERNEY
TERRORISED	LAITY	UAR	YES
KNIVES	BASTA	SCHISM	
POE	GER	ALIKE	OCCASIONED
CARNEGIE	EEVANS	OCEAN	FRIER
LIFTMEN	NOSE	AVON	STEELY
AGEOLD	ABIT	BLENDING	LIE
PEONY	SLED	YEARN	ROTA
SER	ANSWER	DOH	ODOR
BEERS	BIL	HAGGARD	BERON
BARN	COOLCAT	KOHLRABI	MINICAM
RODION	BLIP	DORA	ANDTAKE
AKISS	CLAMOR	ATKINS	NORRIS
MINOT	IAMBUS	CHELAS	NEONS
PEEN	ABBOTT	HARLEY	SANDY

Fake Ad

The Fake Advertisement announced in the Table of Contents was for Smudge-Guard Newspaper Sealant, and appeared on page 59.

32 Real Puzzles

1. On the Blink

- | | |
|-----------------------------------|---------------------|
| 1. open/closed | 4. used/cars |
| 2. beer/wine | 5. casino/lounge |
| 3. air conditioned/
no vacancy | 6. in by 9/out by 5 |
| | 7. food/fuel |

2. Math Confusion

1. $1 + 1 = 2$
2. $-24 + 35 = 11$
3. $47 + 5 - 7 = (4 - 1) \times 15$
4. $29.2 - 19.1 = 10.1$
5. $2 + 124 - 121 = 5$

3. First Things First

- Dog: 1, 5, 3, 6, 2, 4
Cow: 1, 7, 2, 6, 3, 5, 4
Man: 1, 3, 5, 7, 9, 2, 4, 6, 8, 10

4. Window Pains

Either of the following solutions (clockwise and counterclockwise) is correct: 6-4-3-5-8-2-1-7-9 and 6-9-7-1-2-8-5-3-4.

Windows 1 and 2 (actually a pair of sliding glass doors) generally account for most of the errors. The poster in the kitchen, incidentally, depicted the scene outside.

5. Word for Word

- | | |
|------------------|-----------------|
| 2 Bookstand | 20 Bowstring |
| 9 Crossbowman | 4 Lineman |
| 3 Bagpipe | 15 Housefly |
| 8 Slaughterhouse | 12 Manslaughter |
| 13 Playback | 7 Backhand |
| 14 Overpass | 5 Standoff |
| 10 Wordplay | 11 Turnover |
| 17 Offhand | 18 Pipeline |
| 6 Passbook | 16 Password |
| 1 Crossword | 19 Handbag |

6. Wash Out

The correct detergents are:

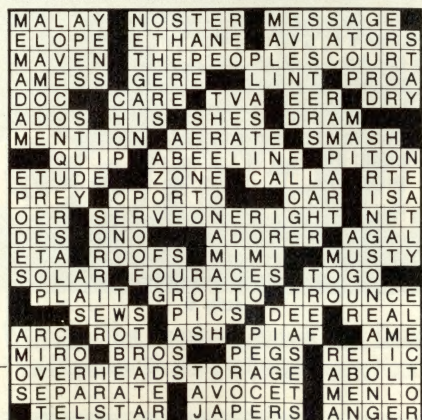
- | | | |
|---------------|---------|-----------|
| 1. Bold 3 | 4. Ajax | 7. All |
| 2. Tide | 5. Dash | 8. Oxydol |
| 3. Ivory Snow | 6. Fab | |

Three Cheers to those of you who got them all. Puzzles copyright © 1980, 1981, 1982, 1983, 1984, 1985 by United Feature Syndicate. Reprint with permission.

18 Supermarket Spree

1. Box of Cheerios (all items in this group are doughnut-shaped)
2. Head of lettuce (parts of the body: ELBOW macaroni, EARS of corn, NAVEL oranges, lady FINGERS)
3. Bananas (all items begin with the letter B)
4. Chicken of the Sea tuna (all brand names contain the name of a food: PEPPERidge Farm, Beech-NUT, etc.)
5. Pizza (each package shows a picture of a pot or pan)
6. Tea bags (the contents of each package are divided into smaller packages: butter into wrapped quarters, Band-Aids individually wrapped, etc.)
7. Cooking oil (all items are clear, i.e., can be seen through)

31 What a Racket!



IT DOESN'T PAY TO RUSH INTO MARRIAGE.



Angelica, meet Juniper.

Angelica is a delicate herb from Belgium. Juniper is a feisty little berry from the Alps.

Destiny decrees that the two shall be married in the recipe for Beefeater® Gin.

But we don't bring them all the way to London just to throw them together and hope for the best.

They (along with other rare botanicals) are scrupulously measured, painstakingly blended, meticulously distilled.

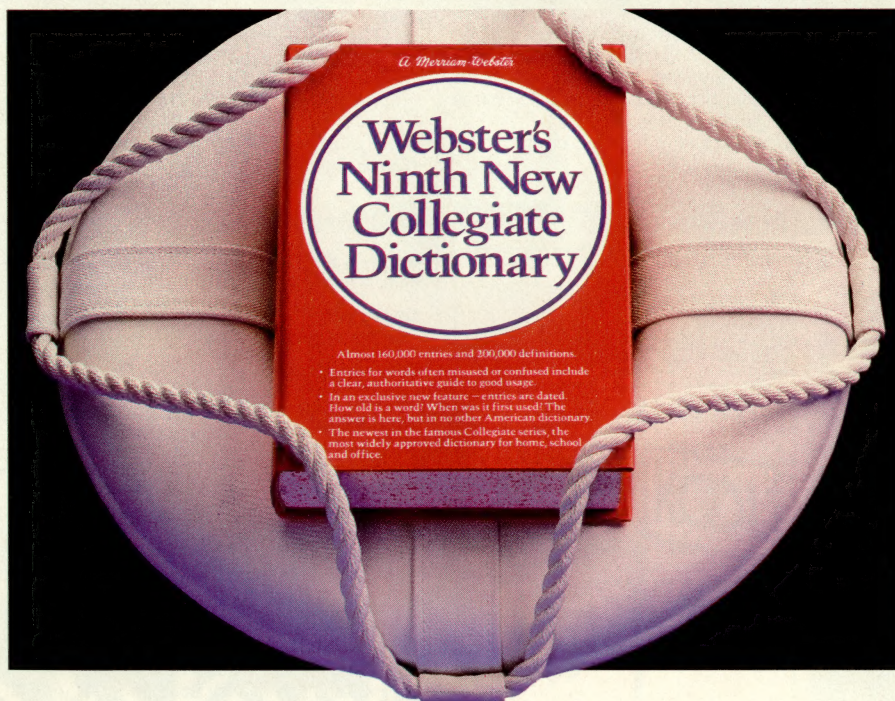
And then, these ceremonies completed, they are allowed to rest before they are bottled. To meld together slowly, smoothly and easily.

Such wisdom, it would seem, belongs in any manual on how to succeed in marriage.



Imported
BEEFEATER® GIN
The Crown Jewel of England.™

IMPORTED FROM ENGLAND BY KOBRAND CORP., N.Y. 94 PROOF 100% GRAIN NEUTRAL SPIRITS.



America's favorite to the rescue.

No other dictionary relieves more sinking feelings—how to spell it, how to say it, how to use it. And it's the only dictionary to tell you how old a word is.

A Genuine Merriam-Webster®
More people take our word for it.

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Baby Boomer Cover

The items that postdate the 1950 picnic are as follows. (The exact year is given where known.)

Background, left to right

Net playpen (1958)
Davy Crockett hat (1955)
San Diego Chargers T-shirt (The Chargers moved from Los Angeles to San Diego in 1961.)
Infant carrier (1964)
Red Chevrolet (1956)
Yellow tennis ball (1968)
Striped sweatband
Contemporary men's T-shirt
Mickey Mouse Club hat (1955)
Digital watch (1971)
Hula Hoop (They were first made in 1956; the fad hit in 1958.)
Running shoes on little boy
Space-age ray gun behind Hula Hoop (Toy space guns were made prior to 1950, but not the high-tech variety shown.)

Middle ground

Pampers (1964)
50-star American flag (1960)
Exodus, by Leon Uris (1958)
U.S. Air bag (Allegheny Airlines changed its name to U.S. Air in 1979.)
Coors beer can (The beer was first produced in 1873, but wasn't available in aluminum cans until 1959, a year after such cans were introduced.)
Howdy Doody doll (The TV show debuted in 1947 but the dolls were not made until 1953.)
"I'm the Boss" T-shirt on little girl
Barbie doll and doll box (1959)
Chinese Shar-Pei dog (The dogs were recognized by the American Kennel Club in 1971.)
Cutter insect repellent (The brand came out in 1961; it was available in aerosol cans in 1970.)
Garfield stuffed animal (The Garfield comic debuted in 1978; products were licensed in 1981.)
Japanese thong sandals with rainbow soles

Foreground

Rubber soda can holder (with the 1980s motto "Whoever dies with the most toys wins")
Coppertone suntan lotion (Coppertone was first made in 1944, but the sunscreen-factor lotions were not introduced until 1977.)
Sports Illustrated with Y.A. Tittle on the cover (1954)

Life with Marilyn Monroe on the cover (1952)
Dr. Seuss's *The Butter Battle Book* (1984)
Photoplay with Ricky Nelson on the cover (1959)
Snoopy toy (The "Peanuts" strip premiered in 1950, but Snoopy didn't become an upright character until 1958; products were licensed that same year.)
Squeeze-barrel mustard container (The first such container was made in 1957.)
Rubik's cube (behind the two soda bottles; 1979)
The Incredible Hulk lunchbox (*The Incredible Hulk* TV show debuted in 1978; products were licensed in 1979.)
Styrofoam picnic cooler (early 1960s)
Tab-top cans (1963)
Diet sodas (1952)
Ziploc food storage bags (1972)
Cabbage Patch doll (1983)

Among the items that did exist in 1950:
Flat-top haircut (circa 1950)
High-top sneakers (1917)
Polaroid camera (1948)
Wood-sided Ford station wagon (1949)
Popsicle (The two-stick Popsicle was first made in the 1930s.)
Portable radio (Zenith made them first, in 1924; the one shown was made in 1950.)
Teddy bear (early 1900s)
Lucky Strike cigarettes (1916)
Clue game (introduced to the U.S. in 1949)
Cootie game (1948)
Tinker Toy construction set (1914)
Perrier water (1920s)
Whitman's chocolates (1913)
Aluminum foil (1947)
Hopalong Cassidy book and thermos (Hoppy made his movie debut in the 1930s; the TV show aired 1948-53, and the Hoppy craze hit its peak in 1950.)
Slinky toy (in front of teddy bear; 1945)
Among the books and magazines shown: Dr. Seuss's *The 500 Hats of Bartholomew Cubbins* (1938); *Heidi* (1884); *For Whom the Bell Tolls* (1940); *Dumbo* (1941; Disney version 1947); *Felix the Cat* (1930s); *Pogo* (1949); and *Life* magazine with Elizabeth Taylor on the cover (1947).

Cover props and styling: Debra Kagan and Cynthia Sabransky.

42 Beguilers

Go Fly a Kite

Kites A and E are identical.

Saving Face

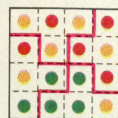
The side in question is blue.

Coming Unhinged

View C depicts the unfolded boards.

Square Deal

Square A should be divided as shown.



45 Penny Lane

The streets, from back to front and left to right, are: Sunset Boulevard (or Sunset Strip); Skid Row (the tire skid marks at far left); Wall Street; Sesame Street (the sesame seeds on the hamburger bun); Lovers' Lane (the hearts); Bourbon Street (or Fifth Avenue); Cannery Row; Forty-Second Street (the sign for $2\frac{2}{3}$ minute parking); Baker Street (the stove); Penny Lane; Fleet Street (the flotilla of ships); Tin Pan Alley; Rodeo Drive; Times Square (the sundial); Tobacco Road (the cigarettes); and Main (Maine) Street.

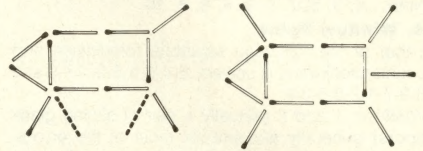
Puzzle idea: Mike Shenk, Emily Cox, Henry Rathvon.

EUREKA

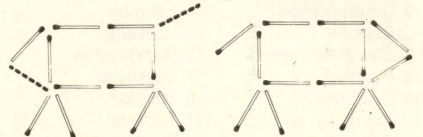
Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ Perfect Matches (Your Move, April, page 4).

This puzzle described the plight of a poor little matchstick pig who was in danger of being hit head-on by a spear. In order to save the pig, readers had to move just two of the matches. Our somewhat whimsical solution, in which the pig flattens himself on the ground, is shown here.



J. L. Fosse, of Mendocino, CA, was the first of a few readers to offer a different solution. The pig shown below, while not completely out of danger, is at least headed in the right direction.



★ Word Ward (April, page 27). The answers to a series of clues were words or phrases in which the second part repeated the first part with a vowel change, such as PING-PONG, CHITCHAT, and DILLYDALLY. Kyle Corbin, of Raleigh, NC, had some new words to add to the answer list. Number 9, "small trinket," could be GEWGAW or WHIM-WHAM, as well as our answer, KNICKKNACK. Number 10, "nonsense," is not only FIDDLE-FADDLE, but PISHPOSH as well. DING-DONG, our answer to number 15, "bell sound," could also be JINGLE-JANGLE, while the less familiar TINGTANG fits both the latter clue and number 6, "clock sound."

★ Life of E's (February, page 27). In this wordplay quiz, the answer to each clue was a word, name, or phrase that contained no vowel other than E. Clue number 5, "I solve," grammatically, was intended to suggest the phrase "present tense." Janice Pozak-Anders, of High Prairie, Alberta, Canada, offered a different, and simpler, answer: "sentence."

COMING DISTRACTIONS

August

What's Up? We are, with the monumental Eyeball Benders on the cover. Can you identify the bird's-eye views?

The Making of a Dictionary A look at the cloistered world of dictionary-makers, the spiritual descendants of Samuel Johnson's "harmless drudges," who keep the English language flexible and fit.

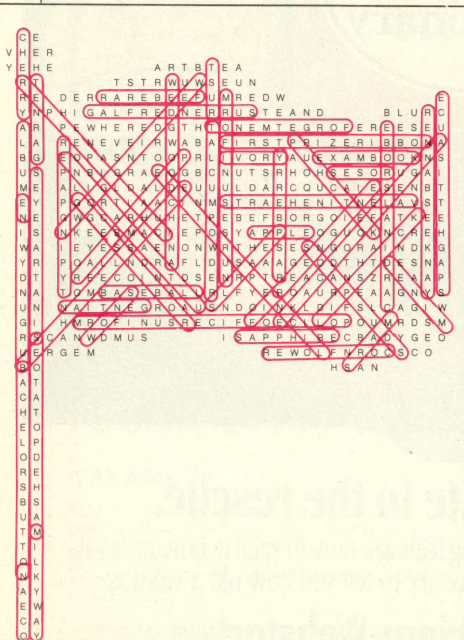
Disneyana As the newest Disney animated film, *The Black Cauldron*, premieres, take a visual and verbal quiz about the best of Disney past.

Plus "You Think You've Got It Bad?"

puzzle, Logic, Crosswords, and "House Rules" that let you play Parcheesi with your feet.

On sale at newsstands
July 9

26 Three Cheers





Break away to refreshing taste.

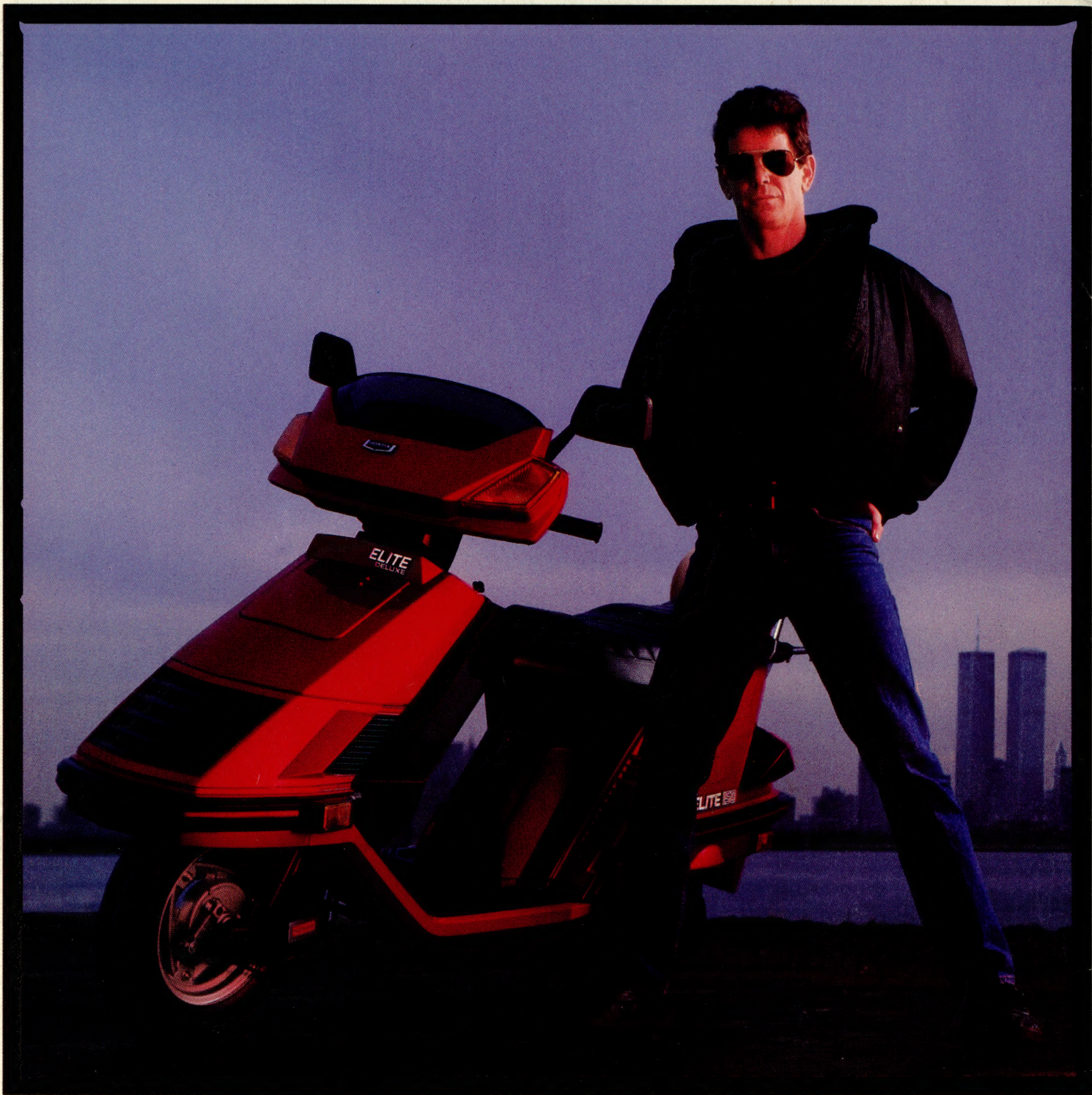
Come up to Kool.



Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

© 1985 B&W T Co.

Milds Kings, 10 mg. "tar", 0.7 mg. nicotine;
Filter Kings, 16 mg. "tar", 1.0 mg. nicotine
av. per cigarette, FTC Report Feb. '85.



Don't settle for walking.